

Operators

Subject: C Language

Date: 22/12/2025

1. Arithmetic Instruction

⇒ An instruction which is used to manipulate data using operators, is known as Arithmetic Instruction.

Example :- $3 + 4$

↑ ↑
operands operator

2. Classification of Operators :-

- i) Unary Operators $+, -, ++, --, sizeof()$
- ii) Arithmetic Operators $*, /, \%, +, -$
- iii) Bitwise Operators $\&, |, \wedge, \sim, \ll, \gg$
- iv) Relational Operators $<, >, <=, >=, ==, !=$
- v) Logical Operators $!, \&\&, \|\|$
- vi) Conditional Operator $?:$
- vii) Assignment Operator $=, +=, -=, *=, /=, \%=$

3. Operator Precedence Table (High \rightarrow Low)

Priority	Operators	Description
1	$()$	Parentheses
2	$++, --$	Increment/Decrement
3	$! \text{ sizeof}$	Unary operators
4	$*, /, \%$	Arithmetic
5	$+, -$	Arithmetic
6	$< <= > >=$	Relational
7	$= !=$	Equality

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8

Logical AND

9

Logical OR

10

Conditional

11

Assignment

12

Comma

NOTE:- Post increment ki priority sabse last me hoti hai.

Example:- Find output of the following program?

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
int x=5, y;
```

```
y = x++;
```

```
printf("%d %d", x, y);
```

```
}
```

output:- 65

NOTE:- Pre increment ki priority hamseha jyada hota hai remaining operator se.

Example:- Find output of the following program?

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
int x=5, y;
```

```
→ [5] [4]
```


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```
y = ++x; → 6 6  
printf("%d %d", x, y);  
}
```

Output: 66

Note: Increment / Decrement operator hamesha variable ke uppar lagta hai.

4. sizeof()

yaha pe hum :-

- i) Data type
 - ii) Variable
 - iii) Constant
- inhi teeno me se kisi ek ko likh sakte hai.

1. Example:- Data type

```
int x;  
x = sizeof(float);  
printf("%d", x); // output - 4 bytes
```

```
x = sizeof(double);  
printf("%d", x); // output - 8 bytes
```

```
x = sizeof(char);  
printf("%d", x); // output - 1 bytes
```

```
x = sizeof(int);  
printf("%d", x); // output - 4 bytes
```

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2. Example :- Variable

```
int x, y;
float m;
char ch;
double cl;
```

$x = \text{sizeof}(cl);$ //output — 8 bytes

$x = \text{sizeof}(ch);$ //output — 1 byte

$x = \text{sizeof}(y);$ //output — 4 bytes

$x = \text{sizeof}(m);$ //output — 4 bytes

3. Example :- Constant

```
int x;
```

$x = \text{sizeof}(35);$ //output — 4 bytes

$x = \text{sizeof}(4.7);$ //output — 8 bytes

$x = \text{sizeof}('A');$ //output — 4 bytes

~~$x = \text{sizeof}$~~

Note :- Real Constants are by default of double type.

• Integer Constant is int.

• character Constant is char.

• Real Constant per kabhi modulus apply nahi hota.

Example :- $3.5 \% 2$ (Wrong)

• $\text{char } x = 'A'$ / $\text{char } x = 65$ (Both same)

• $\text{int } x = 65$ / $\text{int } x = 'A'$ (Both same)

5. Some Important point.

i) Integer Constant / Integer Constant \Rightarrow Always give Integer Constant.

Example $\vdash 5/2 = 2$

ii) Integer Constant / Real Constant \Rightarrow Always give Real Constant.

Example $\vdash 5/2.0 = 2.5$

iii) $k \% y = 0$ (It means ki k hamesha divisible hogai y se).

iv) $k/5 = 3$ (It means ki k hamesha divisible nahi hogai 5 se).

v) $k/10$ (It means ke value of k without last digit).

vi) $k \% 10$ (It means ki last value of k).

vii) $3 \% 4$ (It means ki jab bhi ap small no. ko modulus karoge big no. se to hamesha small no. hi result me aayega).

viii) Agar Same priority ke operator ek se zyada lage ho same line me to hum hamesha usse left to right solve karte hai.

Ex $\vdash 5 > 4 > 3$