Operators

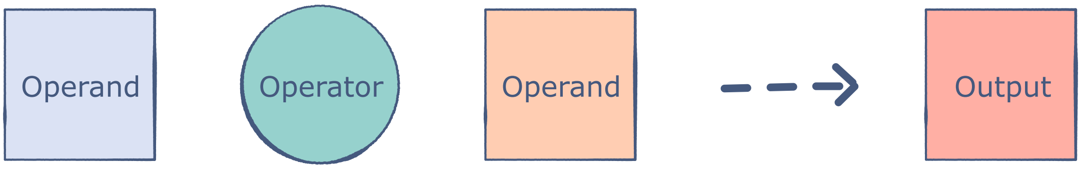
This lesson showcases some of the most commonly used operators in Reason.

WE'LL COVER THE FOLLOWING

- Arithmetic Operators
- Comparison Operators
- Logical Operators

Operators are used for performing arithmetic and logical operations on data objects. Manipulating data is an essential part of any programming language, and Reason is no different. Its operators are very similar to those of JavaScript.

In Reason, operators usually follow the **in-fix** notation, i.e., they appear between two **operands**. Operands are data objects which the operator uses to perform a calculation (More on this soon).



Arithmetic Operators

Below, we can find the basic arithmetic operators in terms of **precedence**. The operator listed higher will be computed first.

Operator	Purpose
`mod`	Modulo
`/` `/`	Division

`/`, `/.`	Division
`*`, `*.`	Multiplication
`+`, `+.`	Addition
`-`, `-.`	Subtraction

Division, multiplication, addition, and subtraction have two different operators. We'll discuss why this is the case in the next section.

We can also give the highest precedence to a certain arithmetic operation by enclosing it in parentheses, `()`.

Comparison Operators

The following comparison operators can be used to compare different values in mathematical terms. All of them have equal precedence.

Operator	Purpose
`>`	Greater than
`<`	Less than
`>=`	Greater than or equal to
`<=`	Less than or equal to
`==`	Equal to

Logical Operators

Reason handles the three primary operators, *AND*, *OR*, and *NOT*, in a similar fashion to JavaScript.

Operator	Purpose
`&&`	AND
`||`	OR
`!`	NOT

The operators seen above are by no means exhaustive. We will learn about more complex operators in the coming sections. For now, these are all we need to get started.

In the next lesson, we’ll understand why many call Reason an “expression-based” language.