

## ★ OPERATORS IN JAVA

Symbols that tell compiler to perform some operation.

Ex →  $\text{sum} = \underline{\underline{a}} + \underline{\underline{b}}$       Operand - On which operation is to be performed.

Operator - operation that is to be performed.

- Types of Operators

1. Arithmetic Operators (Binary/Unary)
2. Relational Operators
3. Logical Operators
4. Bitwise Operators
5. Assignment Operators
6. Ternary Operators.

- Arithmetic Operators

They are mathematical operations, these are of two types =

1. Binary (at least 2 operands)

$$+ \rightarrow 10 + 5 = 15$$

$$- \rightarrow 10 - 5 = 5$$

$$\times \rightarrow 10 \times 5 = 50$$

$$/ \rightarrow 10 / 5 = 2$$

$$\% \rightarrow 12 \% 5 = 2$$

(Modulo)

2. Unary (only 1 operand)

$$++ \rightarrow \text{Increment}$$

$$-- \rightarrow \text{Decrement}$$

$$* a = a + 1 \rightarrow a++ \text{ or } ++a$$

$$* a = a - 1 \rightarrow a-- \text{ or } --a$$

Post      Pre

\* Pre-Increment ( $a++$ )

$\Rightarrow$  Value <sup>change</sup>  $\rightarrow$  then use

$(a++)$   
\* Post Increment

$\Rightarrow$  Value use  $\rightarrow$  then change

Similarly, for Pre & Post Decrement also.

## • Relational Operators

Operators that shows the relations between the operands.

1.  $= = \rightarrow$  equal  $\rightarrow 10 == 10 \rightarrow$  True
2.  $!= \rightarrow$  not equal to  $\rightarrow 5 != 10 \rightarrow$  True
3.  $> \rightarrow 10 > 5$  Greater  $\rightarrow 10 > 5 \rightarrow$  True
4.  $< \rightarrow$  Smaller than  $\rightarrow 5 < 10 \rightarrow$  True
5.  $>= \rightarrow$  Greater or equal to  $\rightarrow 10 >= 10 \rightarrow$  True
6.  $<= \rightarrow$  Smaller or equal to  $\rightarrow 5 <= 10 \rightarrow$  True

## • Logical Operators

Operators that check the logic of our programs.

1. Logical AND ( $\&\&$ ) -  $\overline{1}\overline{1}12$  2nd  $\&$  condition  $\overline{2}\overline{1}$  relation False  $\overline{\text{True}}$   $\overline{\text{Final Ans}} = \text{False}$ .
2. Logical OR ( $||$ ) -  $\overline{1}\overline{1}12$  2nd  $\&$  condition  $\overline{2}\overline{1}$  relation True  $\overline{\text{True}}$   $\overline{\text{Final Ans}} = \text{True}$   $\overline{\text{Final}}$ .
3. Logical NOT (!) - ! called as NOT operators.  
! reverses the result.  
 $\overline{1}\overline{1}12$  True  $\overline{\text{relation}}$   $\overline{\text{Final Ans}} = \text{False}$ .  
 $\overline{1}\overline{1}12$  False  $\overline{\text{relation}}$   $\overline{\text{Final Ans}} = \text{True}$ .  
It can be applied on single statement.

## • Assignment Operators

1.  $= \rightarrow A = B \rightarrow$  it assigns the value of B into A.
2.  $+= \rightarrow A = A + 10 \rightarrow A += 10$
3.  $-= \rightarrow A = A - 10 \rightarrow A -= 10$
4.  $*= \rightarrow A = A * 10 \rightarrow A *= 10$
5.  $/= \rightarrow A = A / 10 \rightarrow A /= 10$

- Operator Precedence determines the order in which the operators in an expression are evaluated.
- \* For eg -  $\text{int } x = 3 * 4 - 1;$
- \* In the above example, the value of  $x$  will be 11, not 9.
- \* This happens becoz the precedence of  $*$  operator is higher than  $-$  operator.

S.No.	Operators	Precedence
1.	postfix increment & decrement	$++$ , $--$
2.	prefix increment & decrement & unary	$++$ , $--$ , $+$ , $-$ , $\sim$ , $!$
3.	multiplicative	$*$ , $/$ , $\%$
4.	additive	$+$ , $-$
5.	shift	$<<$ , $>>$ , $>>>$
6.	relational	$<$ , $>$ , $<=$ , $>=$ , $\text{instanceof}$
7.	equality	$= =$ , $!=$
8.	bitwise AND	$\&$
9.	bitwise exclusive OR	$\wedge$
10.	bitwise Inclusive OR	$ $
11.	Logical AND	$\&\&$
12.	Logical OR	$  $
13.	Ternary	$? :$
14.	Assignment	$<=$ , $>=$ , $>>=$ , $=$ , $+ =$ , $* =$ , $- =$ , $/ =$ , $! =$

- **Associativity of Operators** If an expression has two operators with similar precedence, the expression is evaluated according to its associativity.

S.No.	Operators	Precedence	Associativity
1.	post increment & decrement	$++$ , $--$	Left to right
2.	pre Increment & decrement & unary	$++$ , $--$ , $+$ , $\sim$ , $-$ , $!$	right to Left
3.	multiplicative	$*$ , $/$ , $\%$	Left to right
4.	additive	$+$ , $-$	Left to right
5.	shift	$<<$ , $>>$ , $>>>$	Left to right
6.	relational	$<$ , $>$ , $<=$ , $>=$ , $\text{instanceof}$	left to right
7.	equality	$= =$ , $= !$	left to right
8.	Bitwise AND	$\&$	Left to right
9.	Bitwise exclusive OR	$\wedge$	Left to right
10.	Bitwise inclusive OR	$\mid$	Left to right
11.	Logical AND	$\&\&$	Left to right
12.	Logical OR	$\mid\mid$	Left to right
13.	Ternary	$? :$	right to Left
14.	Assignment	$=$ , $+ =$ , $- =$ , $* =$ , $/ =$ , $\% =$ , $\& =$ , $\wedge =$ , $\mid =$ , $<< =$ , $>> =$ , $>>> =$	right to Left

## QUESTIONS

Ques 1.

```

int x = 2, y = 5;
int exp1 = (*x * y / x);
int exp2 = (x * (y / x));
System.out.print(exp1);
System.out.print(exp2)
    
```

$$2 * 5 / 2 = 10 / 2 = \underline{5}$$

$$2 * (5 / 2) = 2 * 2 = \underline{4}$$

Ques 2.

```

int x = 200, y = 50, z = 100;
if (x > y && y > z) {
    System.out.print("Hello");
}
if (z > y && z > x) {
    System.out.print("Java");
}
if ((y + 200) < x && (y + 150) < z) {
    System.out.print("Hello Java");
}
    
```

Java.

Ques 3.

```

int x, y, z;
x = y = z = 2;
x += y; // x = x + y = 2 + 2 = 4
y -= z; // x = y - z = 2 - 2 = 0
z /= (x + y); z = z / (x + y) = 2 / (2 + 2) = 2 / 4 = 0
System.out.print(x + " " + y + " " + z);
    
```

4, 0, 0

Ques 4.

`int x = 9, y = 12;`

`int a = 2, b = 4, c = 6;`

$$\text{int exp} = 4/3 * (x + 34) + 9 * (a + b * c) + (3 + y * (2 + a)) \\ / (a + b * y);$$

`System.out.print(exp);`

$$4/3 * 43 + 9 * 26 + (3 + 12 * 4) / (2 + 48)$$

$$4/3 * 43 + 9 * 26 + 51 / 50$$

$$1 * 43 + 234 + 1$$

$$43 + 234 + 1$$

$$278$$

Ques 5.

`int x = 10, y = 5;`

`int exp1 = (y * (x/y + x/y));`

`int exp2 = (y * x/y + y * x/y);`

`System.out.print(exp1);`

`System.out.print(exp2);`

$$y * (x/y + x/y)$$

$$5 * (10/5 + 10/5)$$

$$5 * (2 + 2)$$

$$5 * 4$$

$$20$$

$$y * x/y + y * x/y$$

$$5 * 10/5 + 5 * 10/5$$

$$50/5 + 50/5$$

$$10 + 10$$

$$(20)$$



## CONDITIONAL STATEMENTS

\* It is type of statement which provides a condition to do work i.e., if condition is true then which work should be done & if false then which work should be done.

- if - else Statement

```
if (condition) {  
    _____  
}  
else {  
    _____
```

\* If statement  $\neq$  if  
statement check  $\neq$  after T.

\* We can use multiple if's also.

\* If there is single statement  
then there is no need for {}.

\* But in companies it is necessary  
to use curly braces {} for single  
if statement.

- else if Statements

```
if (condition1) {  
    _____  
}  
else if (condition2) {  
    _____  
}  
else {  
    _____
```

\* In this statement, if a  
condition is true then it will  
check & execute the elseif  
after T but F then check.

## ★ TERNARY OPERATOR

It is a type of operator which write if else statement in a single line or it combines the if else statement.

- \* Ternary means 3 operands.

Syntax → variable = condition ? statement1 : statement2 ;

```

graph LR
    V[variable] --> C[condition]
    C --> S1[statement1]
    S1 --> S2[statement2]
    S2 --> T[True]
    S2 --> F[False]
  
```

## ★ SWITCH STATEMENT

Switch (variable) {

case ① :

    break;

It can be changed. It depends

case ② :

    break;

what type of data we're using -

case ③ :

    break;

default :

}     break;

## ★ QUESTIONS

Ques 1. Write a Java program to get a number from the user & print whether it is positive or negative.

```
int num = sc.nextInt();
```

```
if (num > 0)
```

```
{
```

```
    System.out.println("Number is Positive.");
```

```
else {
```

```
    System.out.println("Number is Negative."); }
```

points You have a fever if your temperature is  
above 100 & otherwise prints You don't have fever.

Ques 2. Write a Java program to get a number from the user & print whether it is positive or negative.

```
public class Solution {  
    public static void main (String args[]) {  
        double temp = 103.5;  
        if (100 < temp)  
        {  
            System.out.println ("You don't have fever");  
        }  
        else {  
            System.out.println ("You have fever.");  
        }  
    }  
}
```

Ques 3. Write a Java program to input week (1-7) & print day of week name using switch-case.

```
int week = sc.nextInt();  
switch (week)  
{  
    case 1 : System.out.println ("Monday");  
    break;  
    case 2 : System.out.println ("Tuesday");  
    break;  
    case 3 : System.out.println ("Wednesday");  
    break;  
    case 4 : System.out.println ("Thursday");  
    break;  
    case 5 : System.out.println ("Friday");  
    break;
```

```

case 6: System.out.println ("Saturday");
break;
case 7: System.out.println ("Sunday");
break;
default : System.out.println ("Invalid Week No.");
}

```

Ques 4.

```

public class Solution {
    public static void main (String args[]) {
        int a = 63, b = 36;
        boolean x = (a < b) ? true : false;
        int y = (a > b) ? a - b : 
    }
}

```

false  
63

Ques 5. Write a Java program that takes a leap year from user & print whether that year is leap year or not.

```

int year = sc.nextInt();
if (year % 4 == 0)
{
    System.out.println ("Leap Year.");
}
else
{
    System.out.println ("Not Leap Year.");
}

```