

# Operators in Python

Python divides the operators into the following seven groups:

- Arithmetic operators
- Assignment operators
- Comparison operators
- Logical operators
- Identity operators
- Membership operators
- Bitwise operators

# Seven Arithmetic operators

| Operator | Name           | Example  |
|----------|----------------|----------|
| +        | Addition       | $x + y$  |
| -        | Subtraction    | $x - y$  |
| *        | Multiplication | $x * y$  |
| /        | Division       | $x / y$  |
| %        | Modulus        | $x \% y$ |
| **       | Exponentiation | $x ** y$ |
| //       | Floor division | $x // y$ |

# Floor Division

```
x = 15
y = 2

print(x // y)

#the floor division //
rounds the result down to
the nearest whole number
```

7

Floor: next lower int  
Ceil: next higher int  
Round: nearest int

```
>>> round(5.2)
5
>>> round(5.9)
6
>>> math.floor(5.9)
5
>>>
>>> round(5.8)
6
>>> math.floor(5.8)
5
>>>
>>> math.ceil(5.8)
6
>>> math.ceil(5.2)
6
```

# + And \* Operators Can Act on Strings

## String Concatenation using + Operator

```
>>> x = 'johanth'
>>> y = 'yada'
>>> x + y
'johanthiyada'
```

## String repetition using \* Operator

```
>>> x*3
'johanthjohanthjohanth'
```

This phenomenon is over-loading of operator.

```
>>> a = 5
>>> b = 6
>>> a + b
11
>>> a = "rakesh"
>>> b = "vikash"
>>> a + b
'rakeshvikash'
>>>
>>> a = 5
>>> b = 6
>>> a*b
30
>>> a = "rakesh"
>>> b = 'vikash'
>>> a * 3
'rakeshrakeshrakesh'
>>> b * 2
'vikashvikash'
>>>
>>> l = ['rakesh', 'vikash', 'ashish']
>>> l * 3
['rakesh', 'vikash', 'ashish', 'rakesh', 'vikash', 'ashish', 'rakesh',
'vikash', 'ashish']
>>>
```

# + And \* Operators Can Act on Lists

```
>>> l = ['rakesh', 'vikash', 'ashish']
>>> l * 3
['rakesh', 'vikash', 'ashish', 'rakesh', 'vikash', 'ashish', 'rakesh', 'vikash', 'ashish']
>>> k = ['johanth', 'sonia']
>>> l + k
['rakesh', 'vikash', 'ashish', 'johanth', 'sonia']
>>>
```

# Assignment Operators

| Operator | Example | Same As    |
|----------|---------|------------|
| =        | x = 5   | x = 5      |
| +=       | x += 3  | x = x + 3  |
| -=       | x -= 3  | x = x - 3  |
| *=       | x *= 3  | x = x * 3  |
| /=       | x /= 3  | x = x / 3  |
| %=       | x %= 3  | x = x % 3  |
| //=      | x //= 3 | x = x // 3 |
| **=      | x **= 3 | x = x ** 3 |
| &=       | x &= 3  | x = x & 3  |
| =        | x  = 3  | x = x   3  |
| ^=       | x ^= 3  | x = x ^ 3  |
| >>=      | x >>= 3 | x = x >> 3 |
| <<=      | x <<= 3 | x = x << 3 |

X+=5: shorthand expression for x=x+5

Python does not have ++ (as in i++) operator.

If you want to increment a variable:  
x += 1

# Assignment Operator (Problem)

What is the output of this program?

```
x = 5
```

```
y = 10
```

```
x = y
```

```
print(x)
```

```
print(y)
```



# Assignment Operator (Solution)

What is the output of this program?

```
x = 5    # x is the variable name. Explicit value being passed is 5.  
y = 10   # y is the variable name. Explicit value being passed is 10.  
x = y    # Variable which is taking the value is on the left. X is  
         # taking the value. And value being passed is 10 through y.  
print(x)  
print(y)
```

# Comparison Operators

| Operator | Name                     | Example                |
|----------|--------------------------|------------------------|
| ==       | Equal                    | <code>x == y</code>    |
| !=       | Not equal                | <code>x != y</code>    |
| >        | Greater than             | <code>x &gt; y</code>  |
| <        | Less than                | <code>x &lt; y</code>  |
| >=       | Greater than or equal to | <code>x &gt;= y</code> |
| <=       | Less than or equal to    | <code>x &lt;= y</code> |

# Logical Operators

| Operator | Description   | Example                                  |
|----------|---|--|
| and      | Returns True if both statements are true                | <code>x &lt; 5 and x &lt; 10</code>      |
| or       | Returns True if one of the statements is true           | <code>x &lt; 5 or x &lt; 4</code>        |
| not      | Reverse the result, returns False if the result is true | <code>not(x &lt; 5 and x &lt; 10)</code> |

“and” in C++ is: `&&`

“or” in C++ is: `||`

“and” checks both the conditions. It returns true only if both of them are true.

“or” checks both the conditions. It returns true if either of the two conditions are true.

```
x = 6
```

```
y = x < 7
```

```
y
```

```
True
```

```
not(y)
```

```
False
```

# Truth Table For 'and'

If both expressions are True, then it will return True.

| Left Side Exp. | Right Side Exp. | Overall Result |
|----------------|-----------------|----------------|
| True           | True            | True           |
| False          | True            | False          |
| True           | False           | False          |
| False          | False           | False          |

# Problem

**What will be the output of:**

**x = 0**

**print(x<5 and x<10)**

**x = 6**

**print(x<5 and x<10)**

**x = 0**

**print(x<5 or x<4)**

**x = 6**

**print(x<5 or x<4)**

# Solution

**What will be the output of:**

**x = 0**

**print(x<5 and x<10) # True and True**

**x = 6**

**print(x<5 and x<10) # False and True**

**X = 0**

**print(x<5 or x<4) # True**

**X = 6**

**print(x<5 or x<4) # False**

# Identity Operators

| Operator | Description  | Example    |
|----------|--|------------|
| is       | Returns True if both variables are the same object     | x is y     |
| is not   | Returns True if both variables are not the same object | x is not y |

```
s1 = 'mystring'  
s2 = 'mystring'
```

```
s1 is s2
```

True

```
id(s1)
```

140082311787504

```
id(s2)
```

140082311787504

```
l1 = ['apple', 'orange']  
l2 = ['apple', 'orange']
```

```
l1 is l2
```

False

# Strings are immutable, while lists are mutable

```
>>> b = 'mystring'
>>> c = 'mystring'
>>> id(b)
139777910977712
>>> id(c)
139777910977712
>>>
>>> d = ['second', 'string']
>>> e = ['second', 'string']
>>> id(d)
139777910977984
>>> id(e)
139777910977920
>>>
>>> b[0]
'm'
>>> b[1]
'y'
>>> b[2]
's'
>>> d[0]
'second'
>>> d[1]
'string'
>>>
>>> d[0] = 'new'
>>> d
['new', 'string']
>>>
>>> b[0] = 'a'
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'str' object does not support item assignment
Note: You cannot change a string in it's place.
```



# Membership Operators

| Operator | Description  | Example    |
|----------|--|------------|
| in       | Returns True if a sequence with the specified value is present in the object     | x in y     |
| not in   | Returns True if a sequence with the specified value is not present in the object | x not in y |

```
# Checking an item exists in a list.
# Use of 'in' and 'not in' operators

list1 = ["apple", "banana", "cherry"]
if "apple" in list1:
    print("Yes, 'apple' is in the fruits list")

if "guava" not in list1:
    print("No, 'guava' is not in the fruits list")
```

```
Yes, 'apple' is in the fruits list
No, 'guava' is not in the fruits list
```

```
print('a' in "apple") # True
print('o' in "apple") # False
```

```
True
False
```

```
>>> l
['rakesh', 'vikash', 'ashish']
>>> 'rakesh' in l
True
>>> 'sonia' in l
False
>>>
```

```
>>> l = ['one', 'two', 'three']
>>> s = {'one', 'two', 'three'}
>>> t = ('one', 'two', 'three')
>>> d = {'one': 1, 'two': 2, 'three': 3}
>>> print(type(l))
<class 'list'>
>>> print(type(s))
<class 'set'>
>>> print(type(t))
<class 'tuple'>
>>> print(type(d))
<class 'dict'>
>>>
>>> print('two' in l)
True
>>> print('three' in s)
True
>>> print('four' in t)
False
>>> print('one' in d)
True
>>>
```

# Bitwise Operators

| Operator | Name                 | Description   | Example      |
|----------|----------------------|---|--------------|
| &        | AND                  | Sets each bit to 1 if both bits are 1   | $x \& y$     |
|          | OR                   | Sets each bit to 1 if one of two bits is 1  | $x   y$      |
| ^        | XOR                  | Sets each bit to 1 if only one of two bits is 1   | $x \wedge y$ |
| ~        | NOT                  | Inverts all the bits  | $\sim x$     |
| <<       | Zero fill left shift | Shift left by pushing zeros in from the right and let the leftmost bits fall off                        | $x \ll 2$    |
| >>       | Signed right shift   | Shift right by pushing copies of the leftmost bit in from the left, and let the rightmost bits fall off | $x \gg 2$    |

# Bitwise &

|   |   |   |
|---|---|---|
| 2 | 5 |   |
| 2 | 2 | 1 |
|   | 1 | 0 |

|   |   |   |
|---|---|---|
| 2 | 7 |   |
| 2 | 3 | 1 |
|   | 1 | 1 |

```
>>> 5 & 7  
5
```

```
>>> bin(5)  
'0b101'
```

```
>>> bin(7)  
'0b111'  
>>>
```

5 -> 101

7 -> 111

| In: 5 | In: 7 | Op: & |
|-------|-------|-------|
| 1     | 1     | 1     |
| 0     | 1     | 0     |
| 1     | 1     | 1     |

# Bitwise |

|   |   |   |
|---|---|---|
| 2 | 5 |   |
| 2 | 2 | 1 |
|   | 1 | 0 |

5 -> 101

|   |   |   |
|---|---|---|
| 2 | 7 |   |
| 2 | 3 | 1 |
|   | 1 | 1 |

7 -> 111

```
>>> bin(5)
'0b101'
>>> bin(7)
'0b111'
>>>
>>> 5 | 7
7
```

| In: 5 | In: 7 | Op: |
|-------|-------|-----|
| 1     | 1     | 1   |
| 0     | 1     | 1   |
| 1     | 1     | 1   |

# Problem

You have two switches. One is MCB and second one is in the light board.

State of a switch is: 1 if it is on.

State of a switch is: 0 if it is off.

If either of the switch is off, the fan won't run.

Whici operator is acting between MCB and light board.

| MCB | Light Board | Fan State |
|-----|-------------|-----------|
| 0   | 0           | 0         |
| 0   | 1           | 0         |
| 1   | 0           | 0         |
| 1   | 1           | 1         |

```

>>> 0 & 1
0
>>> 0 | 1
1

```

# Bitwise ~

When  $x$  is a natural number:

$$\sim x = -(x+1)$$

Below we are assuming register size is of 3 bits.

