

i/p	i/p	o/p
1	2	
1	1	1
1	0	0
0	1	0
1	0	0

3.Logical operators :-

1) Logical 'and':-

- It is an operator which will return the result as True if both the operands are true, else it will return false.
- Syntax operand **and** operand2
- If op1 == True
- o/p == op2
- if op1 == False
- o/p == op1
- all default values internally False and all nondefault value internally True
- examples:-

```
>>> True and 8
>>> 8
>>>2 and "
>>>""
>>>set() and {8}
>>>set()
>>> 0 and 0.0
>>> 0
>>> 'hai' and 'hello'
>>> 'hello'
>>> 1 and 3 and 5
>>> 5
```

2) Logical or :-

- Or is an operator which will return the result as true if any one of input is True, else it will return false.

- Syntax **op1 or op2**

If $\text{op1} == \text{True}$

$\text{o/p} = \text{op1}$

if $\text{op1} == \text{False}$

$\text{o/p} = \text{op2}$

- Example:-

- 1 or ''
- 1
- 6 or 7
- 6
- [] or [1,2,3]
- [1,2,3]
- 5.6 or 7.8
- 5.6
- " " or " "
- " "
- True or True
- True

3) Logical not :-

i/p	o/p
1	0
0	1

- not is an operator which will return the result as true if given i/p is false,if the given i/p is true it will return false.
- Syntax `not(operand)`

Ex :-

- `not(56)`
- False
- `not(False)`
- True

4.BITWISE OPERATORS :-

- Those are the operator which will convert the given operand into binary value and it will perform bit by bit operation.

1.Bitwise and (&) operation :-

Syntax `op1 & op2`

- `bin()` :- is built in function it will return the binary value of argument

- `7 & 4`

i/p	i/p	o/p
1	2	
1	1	1
1	0	0
0	1	0
1	0	0

- `4`

- `13 & 3`

- `1`

- `-5 & 2`

- `2`

- `13 & 3`

- `1`

1	1	0	<code>1 == 13</code>
0	0	1	<code>1 == 3</code>
0	0	0	<code>1 == 1</code>

2.Bitwise or (|) operation :-

Syntax

op1 | op2

➤ 7 | 4

i/p 1	i/p 2	o/p
1	1	1
1	0	1
0	1	1
1	0	0

➤ 7

➤ 13 | 3

➤ 15

➤ -5 | 2

➤ -5

➤ 13 | 17

➤ 29

1	1	0	1 == 13
0	0	1	1 == 3
1	1	1	1 == 15

3.Bitwise (xor) (^):-

➤ It is an operator which will return as true if any one of i/p true or if both the i/p not equal else if will return false.

➤ 4^2

➤ 6

➤ 8^3

➤ 11

	i/p 1	i/p 2	o/p
	1	1	0
	1	0	1
	0	1	1
	1	0	0

4.Bitwise not (~) :-

➤ It is an operator which will return the positive o/p if the given i/p is negative and it will return -ve o/p if the given operand is +ve.

➤ Syntax :- **~(op)**

- To perform bitwise not operation internally control will make use of formula
- $-(op+1)$
- $\sim(5)$
- $-6 \quad \#-(5+1)$
- $\sim(-8)$
- 7
- $\sim(7)$
- -8

5.Bitwise leftshift:- (<<) :-

- It is an operator which is used to add the number of zeroes to right side of a given binary value based on the specified value for n.
- **Syntax :- operand<<n**
- 1<<2
- 4
- 7<<7
- 896
- 5<<1
- 10

6.Bitwise rightshift :- (>>)

- It is an operator which will remove the number of bits from the right side of binary values based on the value for n specified by the user.
- **Syntax operand>>n**
- **Ex**
- 7>>2
- 1
-

- 3>>7
- 0
- 15>>2
- 3
- 22>>3
- 2

5.Assignment operator :- (=)

- It is an operator which is used to assign a value to a variable.
- By using assignment operator we can increase the efficiency of program
- **Ex**
- A = 10
- B = [1,2,3] # normal assignment
- A = A+2 # compound assignment
- We can used Compound assignment for all arthmatic operation and logical operation
- a = a+b or → a+=b
- a = a-b → a-=b
- a = a*b → a*=b
- a = a/b → a/=b
- a = a//b → a//=b
- a = a%b → a%=b
- a = a&b → a&=b
- a = a|b → a|=b
- a = a^b → a^=b
- a = a<<b → a<<=b
- a = a>>b → a>>=b
- a = [1,2,3]

- a +=[4]
- a
- [1,2,3,4]

6.Membership operator :-

- It is an operator which is used to check whether the given value is present inside the collection or not.
- Membership operator got classified into 2 types.

1) in operator :-

- This will return true if the value is present inside the collection.
- Syntax **value in collection**

Ex

- 'h' in 'hello'
- True
- 30 in (1,2,30)
- True
- 4 in 7
- Error
- 'ho' in 'hello'
- False
- (1,2) in (13,5,(1,2))
- True
- 'a' in {'a':1,'b':2}
- True

2) not in :-

- This operator will return the result as true if the value is not present inside the collection.
- Syntax **Value not in collection**

>>> Ex.

>>> 'a' not in 'abcd'

>>> False

>>> [1,2,3] not in [1,2,3]

>>> True # [1,2,3] this is considerd as single value hence it is True

>>> [1,2,3] in not (1,2,3,[1,2,3])

>>> False

7) IDENTITY OPERATOR :-

- It is an operator which is used to check whether both the variable are pointing to the same memory location or not.
- Identity operator got classified into two types.

1) is :-

- This operator will return the result as true if both the variable are pointing to the same memory location

- Syntax **var1 is var2**

Ex

>>> a,b,c = 10,20,10

>>> a is c

>>> True

>>> b is c

```
>>> False
```

```
>>> x = 'hai'
```

```
>>> y = 'hai'
```

```
>>> x is y
```

```
>>> True
```

2) Is not :-

>> This operator will return the result as true if both the variable are not pointing same memory location.

➤ >>> Syntax `var1 is not var2`

```
>>> c = [3,4,5]
```

```
>>> d = c
```

```
>>> c is not d
```

```
>>> False
```

```
>>> a = 10
```

```
>>> b = 20
```

```
>>> a is not b
```

```
>>> True
```