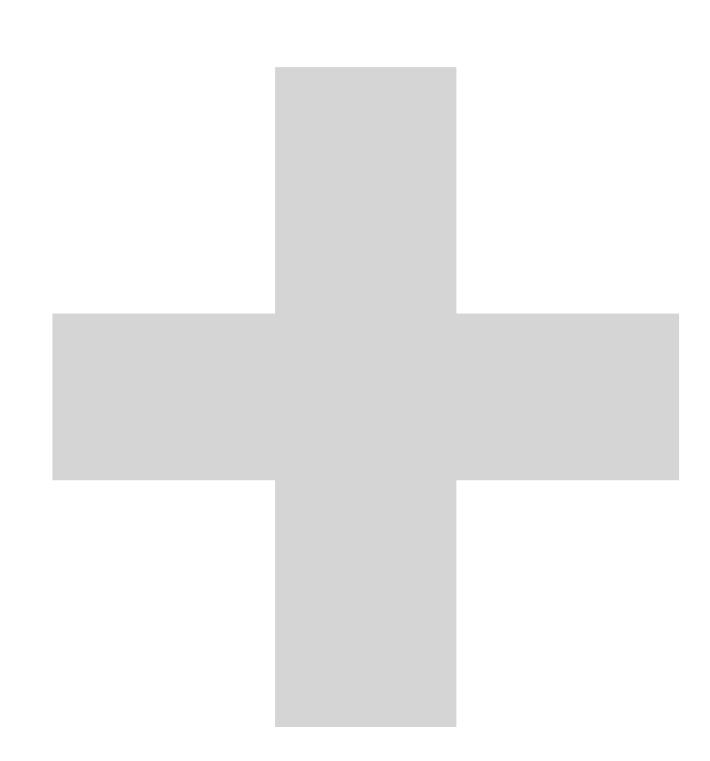
Essential Computing 1

Operators



Addition	value = value + 2;
Subtraction	value = value - 2;
Multiplication	value = value * 2;
Division	value = value / 2;
Modulo	value = value % 2;

Compressed syntax, does the same thing.

Addition	value = value + 2;	value += 2;
Subtraction	value = value - 2;	value -= 2;
Multiplication	value = value * 2;	value *= 2;
Division	value = value / 2;	value /= 2;
Modulo	value = value % 2;	value %= 2;

Special shorthands

Add one	value = value + 1;	value++;
Subtract one	value = value - 1;	value;

Special shorthands

Add one before dividing	value = ++value / 2;
Add one, after dividing	value = value++ / 2;

Order of operations

1	++value,value
2	*, /, %
3	+, -

Operators in same group are ordered from left to right in the expression they appear

Order of operations

1 * 2 + 12 / 2 % 4

Order of operations

1 * 2 + 12 / 2 % 4

Order of operations

1 * 2 + 12 / 2 % 4

Order of operations

1 * 2 + 12 / 2 % 4

2 + 12 / 2 % 4

Order of operations

1 * 2 + 12 / 2 % 4

2 + 12 / 2 % 4

Order of operations

1 * 2 + 12 / 2 % 4

2 + 12 / 2 % 4

2 + 6 % 4

Order of operations

```
      1
      *
      2
      +
      12
      /
      2
      %
      4

      2
      +
      12
      /
      2
      %
      4
```

Order of operations

 1
 *
 2
 +
 12
 /
 2
 %
 4

 2
 +
 12
 /
 2
 %
 4

2 + 6 % 4

2 + 2

Order of operations

```
      1
      *
      2
      +
      12
      /
      2
      %
      4

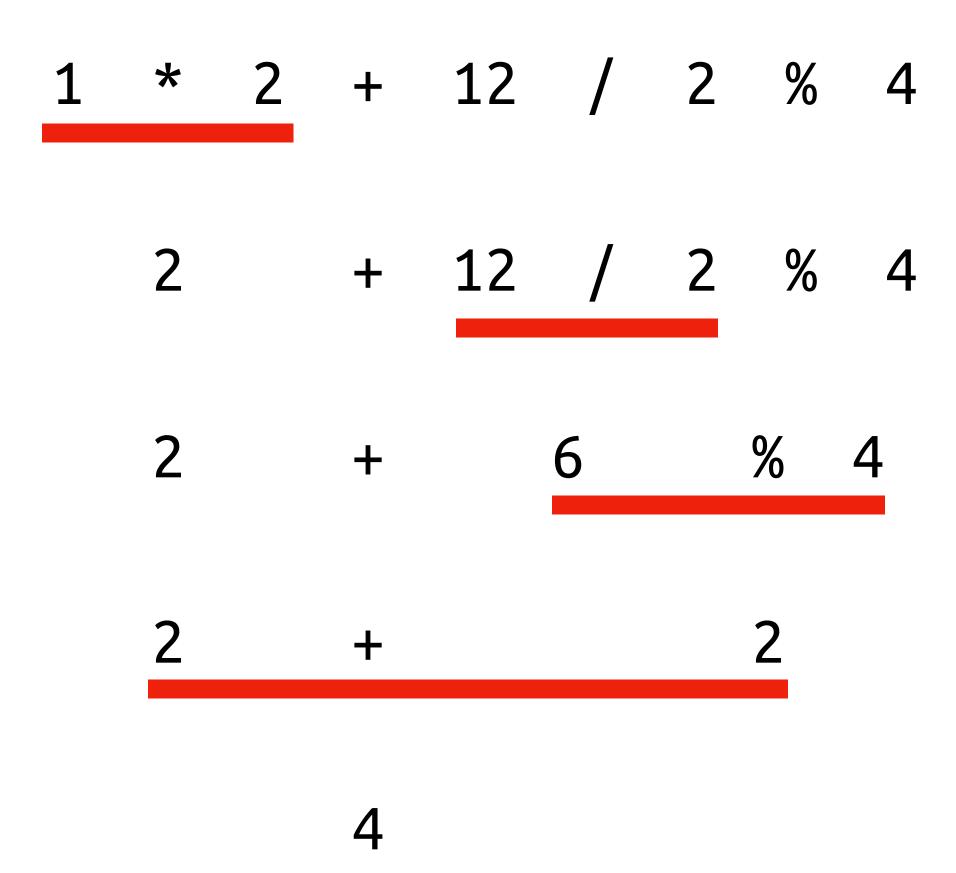
      2
      +
      12
      /
      2
      %
      4

      2
      +
      6
      %
      4
```

Order of operations

4

Order of operations



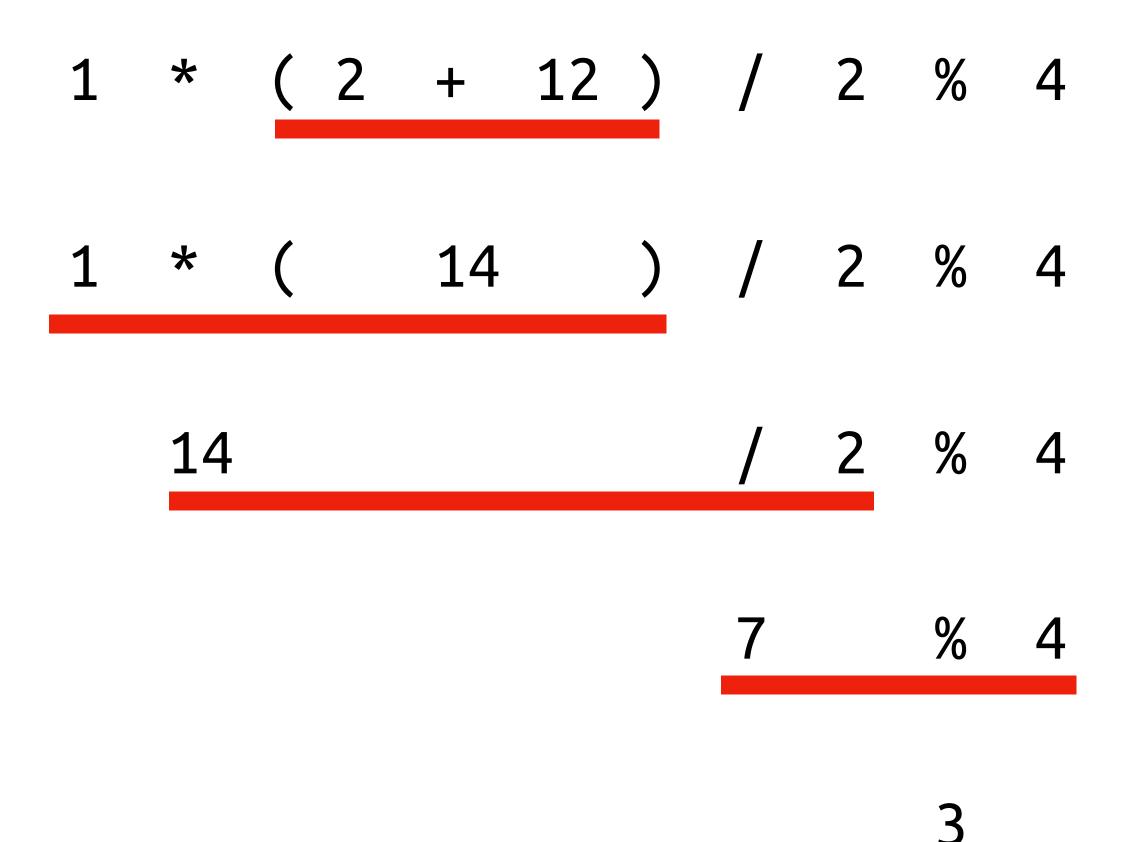
Forcing order

1 * (2 + 12) / 2 % 4

Forcing order

1 * (2 + 12) / 2 % 4

Forcing order



Dividing by a integer always produces an integer

14 / 5

The decimal numbers are thrown away

You can force the result to be floating point by casting

Or simply divide by a floating point value

Floating point errors

Arithmetics on floats and double produce errors

Example

Floating point errors

Use integers where precision is important

