

Five simple arithmetic operators:

- the addition operator (+)
- the subtraction operator (–)
- the multiplication operator (*)
- the division operator (/)
- the modulus operator (%)

Addition, subtraction, multiplication, division, or modulus of any two integers results in an integer

- For example, $7 / 3$ evaluates to 2
- Mixed expression: operands have different data types
 - For example, $3.2 * 2$
- Unifying type:
 - Data type of the value that occupies more memory
 - All types in the expression are temporarily converted to a unifying type
- The order of precedence of unifying types from highest to lowest
 - long double
 - double
 - float
 - unsigned long
 - long
 - unsigned int
 - int
 - short
 - char
- Cast: transform a value to another data type
- Implicit cast: automatic cast, or transformation, that occurs when you assign a value of one type to a type with higher precedence
 - `int answer = 2.0 * 7;`
- Explicit cast: deliberate cast
 - `intResult = (int)doubleValue;`
- **Modulus (%) gives the remainder of integer division**
 - $7 \% 3$ results in 1
 - $-10 \% 8$ produces -2
 - $-10 \% -8$ produces -2
- Can be used only with integers
- Can be used to extract digits from numbers
 - $6,543 \% 10$ is 3
 - $6,789 \% 10$ is 9

Compound Assignment Operators:

C++ has convenient shortcuts for combining arithmetic operations with assignment. The following table summarizes the ***compound assignment*** operators:

Compound Assignment:	Is the same as:
<code>a += b;</code>	<code>a = a + b;</code>
<code>a -= b;</code>	<code>a = a - b;</code>
<code>a *= b;</code>	<code>a = a * b;</code>
<code>a /= b;</code>	<code>a = a / b;</code>

Example:

The following statement:

```
amt = amt + taxAmt;
```

Can be rewritten as:

```
amt += taxAmount;
```

Increment/Decrement Operators:

C++ has special **increment/decrement** operators (one of which gave the language its name). These operators are used as shorthand for incrementing and decrementing an integer value:

Increment/Decrement:	Is the same as:
<code>a++;</code>	<code>a = a + 1;</code>
<code>a--;</code>	<code>a = a - 1;</code>
<code>++a;</code>	<code>a = a + 1;</code>
<code>--a;</code>	<code>a = a - 1;</code>

See `operatorsex.cpp`