4.4. Numeric Types — `int`, `float`, `complex`

Operation	Result
`x + y`	sum of *x* and *y*
`x - y`	difference of *x* and *y*
`x * y`	product of *x* and *y*
`x / y`	quotient of *x* and *y*
`x // y`	floored quotient of *x* and *y*
`x % y`	remainder of `x / y`
`-x`	*x* negated
`+x`	*x* unchanged
`abs(x)`	absolute value or magnitude of *x*
`int(x)`	*x* converted to integer
`float(x)`	*x* converted to floating point
`divmod(x, y)`	the pair `(x // y, x % y)`
`pow(x, y)`	*x* to the power *y*
`x ** y`	*x* to the power *y*
`complex(re, im)`	a complex number with real part *re*, imaginary part *im*. *im* defaults to zero.
`c.conjugate()`	conjugate of the complex number *c*

Operation	Result	Notes
`math.trunc(x)`	*x* truncated to Integral	
`round(x[, n])`	*x* rounded to n digits, rounding half to even. If n is omitted, it defaults to 0.	
`math.floor(x)`	the greatest integral float <= *x*	
`math.ceil(x)`	the least integral float >= *x*	

4.4.1. Bitwise Operations on Integer Types

Operation	Result	Notes
`x | y`	bitwise *or* of *x* and *y*	
`x ^ y`	bitwise *exclusive or* of *x* and *y*	
`x & y`	bitwise *and* of *x* and *y*	
`x << n`	*x* shifted left by *n* bits	(1)(2)
`x >> n`	*x* shifted right by *n* bits	(1)(3)
`~x`	the bits of *x* inverted	

4.6. Sequence Types — `list`, `tuple`, `range`