

## Part operators

An operator is a symbol that is used to manipulating the values or performing operations on its operand.

(5 + 4) in this expression, 5 and 4 are operands and '+' are the operator.

## Types of operators

- 1) Arithmetic operators.
- 2) Assignment
- 3) Relational
- 4) Type test
- 5) Logical
- 6) Bitwise operator
- 7) Conditional
- 8) Cascade notation (...) operator



## Arithmetic Operator

It used to perform addition, subtraction and many more.

Name	Description
+(Addition)	It add the left operands to the right operand.
(-) Subtraction	To subtracts the value
(/) Divide	To divides the value
(*) Multiplication	It multiplies the given value
(%) Modulus	It returns a remainder after dividing one operand to another.



## Assignment Operator

These are used to assigning value to the variables.

Name	Description
(=) Assign ment operator	It assigns the right expression to the left operand.
(+=) Add and assign.	$a += b$ if mean $a = a + b$
(-=) subtract and Assign	$a -= b$ if mean $a = a - b$
(*=)	$a * = b$ if $a = a * b$
(/=)	$a /= b$ if $a = a / b$
(%=)	$a \% = b$ if $a = a \% b$



## Logical operators

Name	Description
&& (Logical AND)	If all expression are true it return true $[TT = T, TF = F, FF = F, FT = F]$
(Logical OR)	Returns true if any expression is true $[FF = F, TT = T, TF = T, FT = T]$
! (Logical NOT)	It return the complement of expression.



## Relational Operator

used to making a comparison between two expressions and operands.

List of Relational operator are

$>$  [greater than]

$<$  [Less than]

$>=$  [greater than or equal to]

$<=$  [Less than or equal to]

$==$  [is equal to]

$!=$  [not equal]

```
void main() {
    var a = 30;
    var b = 20;
    var c = a > b;
    Print(c);
}
```

If @ the value of  $a$  is bigger than the value of  $b$  then it's return **true** or if not then it's return **false**.