

## Description

Outlines R syntax and gives the precedence of operators.

## Details

The following unary and binary operators are defined. They are listed in precedence groups, from highest to lowest.

:: :::	access variables in a namespace
\$ @	component / slot extraction
[ [[	indexing
^	exponentiation (right to left)
- +	unary minus and plus
:	sequence operator
%any%  >	special operators (including %% and %/%)
* /	multiply, divide
+ -	(binary) add, subtract
< > <= >= == !=	ordering and comparison
!	negation
& &&	and
	or
~	as in formulae
-> ->>	rightwards assignment
<- <<-	assignment (right to left)
=	assignment (right to left)
?	help (unary and binary)

Within an expression operators of equal precedence are evaluated from left to right except where indicated. (Note that = is not necessarily an operator.)

The binary operators ::, :::, \$ and @ require names or string constants on the right hand side, and the first two also require them on the left.

The links in the **See Also** section cover most other aspects of the basic syntax.

## Note

There are substantial precedence differences between R and S. In particular, in S ? has the same precedence as (binary) + - and & && | || have equal precedence.

## References

Becker, R. A., Chambers, J. M. and Wilks, A. R. (1988) *The New S Language*. Wadsworth & Brooks/Cole.

## See Also

[Arithmetic](#), [Comparison](#), [Control](#), [Extract](#), [Logic](#), [NumericConstants](#), [Paren](#), [Quotes](#), [Reserved](#).

The 'R Language Definition' manual.

## Examples

[Run examples](#)

```
## Logical AND ("&&") has higher precedence than OR ("||"):
TRUE || TRUE && FALSE # is the same as
TRUE || (TRUE && FALSE) # and different from
(TRUE || TRUE) && FALSE

## Special operators have higher precedence than "!" (logical NOT).
## You can use this for %in% :
! 1:10 %in% c(2, 3, 5, 7) # same as !(1:10 %in% c(2, 3, 5, 7))
## but we strongly advise to use the "!( ... )" form in this case!

## '=' has lower precedence than '<-' ... so you should not mix them
## (and '<-' is considered better style anyway):
## Not run: ## Consequently, this gives a ("non-catchable") error
x <- y = 5 #-> Error in (x <- y) = 5 : ....

## End(Not run)
```