

1. Arithmetic Operators

Used for mathematical operations.

Operator	Description	Example
+	Addition	$3 + 2 \rightarrow 5$
-	Subtraction	$5 - 3 \rightarrow 2$
*	Multiplication	$2 * 3 \rightarrow 6$
/	Division	$10 / 2 \rightarrow 5.0$
%	Modulus (remainder)	$10 \% 3 \rightarrow 1$
**	Exponentiation	$2 ** 3 \rightarrow 8$
//	Floor Division	$10 // 3 \rightarrow 3$

2. Comparison Operators

Used to compare two values.

Operator	Description	Example
==	Equal to	$3 == 3 \rightarrow \text{True}$
!=	Not equal to	$3 != 2 \rightarrow \text{True}$
>	Greater than	$5 > 3 \rightarrow \text{True}$
<	Less than	$5 < 3 \rightarrow \text{False}$
>=	Greater than or equal to	$5 >= 5 \rightarrow \text{True}$
<=	Less than or equal to	$5 <= 3 \rightarrow \text{False}$

3. Logical Operators

Used to combine conditional statements.

Operator	Description	Example
and	True if both are true	$(5 > 3) \text{ and } (2 < 4) \rightarrow \text{True}$
or	True if at least one is true	$(5 > 3) \text{ or } (2 > 4) \rightarrow \text{True}$
not	Inverts the result	$\text{not } (5 > 3) \rightarrow \text{False}$

4. Assignment Operators

Used to assign values to variables.

Operator	Description	Example
=	Assign	$x = 5$

Operator	Description	Example
+=	Add and assign	$x += 3 \rightarrow x = x + 3$
-=	Subtract and assign	$x -= 2 \rightarrow x = x - 2$
*=	Multiply and assign	$x *= 2 \rightarrow x = x * 2$
/=	Divide and assign	$x /= 2 \rightarrow x = x / 2$
%=	Modulus and assign	$x \% = 2 \rightarrow x = x \% 2$
**=	Exponent and assign	$x ** = 2 \rightarrow x = x ** 2$
//=	Floor divide and assign	$x //= 2 \rightarrow x = x // 2$

5. Bitwise Operators

Used to perform operations on binary numbers.

Operator	Description	Example
&	AND	$5 \& 3 \rightarrow 1$
	OR	$5 3 \rightarrow 7$
^	XOR	$5 \wedge 3 \rightarrow 6$
~	NOT (inverts bits)	$\sim 5 \rightarrow -6$
<<	Left shift	$5 << 1 \rightarrow 10$
>>	Right shift	$5 >> 1 \rightarrow 2$

6. Membership Operators

Used to test if a value is present in a sequence (e.g., list, string).

Operator	Description	Example
in	True if value is present	'a' in 'apple' \rightarrow True
not in	True if value is not present	'b' not in 'apple' \rightarrow True

7. Identity Operators

Used to compare the memory locations of two objects.

Operator	Description	Example
is	True if both are the same object	$x \text{ is } y \rightarrow$ True if x and y point to the same object
is not	True if both are not the same object	$x \text{ is not } y \rightarrow$ True if x and y are different objects