Unit 1 — Lesson 3: Operators

Assign a value

Use the = operator to assign a value

```
var favoritePerson = "Luke"
```

Use the = operator to modify or reassign a value

```
var shoeSize = 8
shoeSize = 9
```

Basic arithmetic

You can use the `+`, `−`, `∗`, and `/` operators to perform basic math functions

```
var opponentScore = 3 * 8
var myScore = 100 / 4
```

You can also use the value of other variables

```
var totalScore = opponentScore + myScore
```

Or you can use the current variable you’re updating

```
myScore = myScore + 3
```

Basic arithmetic

Use Double values for decimal point precision

```
let totalDistance = 3.9
var distanceTravelled = 1.2
var remainingDistance = totalDistance - distanceTravelled
print(remainingDistance)
```

```
2.7
```

Basic arithmetic

```
let x = 51
let y = 4
let z = x / y
print(z)
```

```
12
```

Basic arithmetic

Using Double values

```
let x: Double = 51
let y: Double = 4
let z = x / y
print(z)
```

```
12.75
```

Compound assignment

```
var myScore = 10
myScore = myScore + 3
```

```
myScore += 3
myScore -= 5
myScore *= 2
myScore /= 2
```

Order of operations

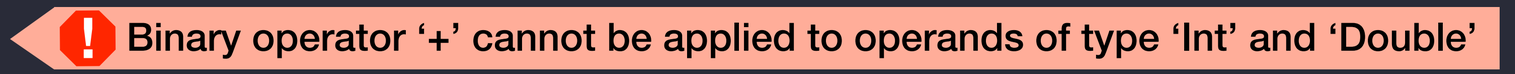
1. `(` `)`
2. `*` `/`
3. `+` `-`

```
var x = 2
var y = 3
var z = 5
print(x + y * z)
print((x + y) * z)
```

```
17
25
```

Numeric type conversion

```
let x = 3
let y = 0.1415927
let pi = x + y
```



Numeric type conversion

```
let x = 3
let y = 0.1415927
let pi = Double(x) + y
```

Unit 1 — Lesson 3
Lab: Operators

Open and complete the exercises in `Lab-Operators.playground`