

Programmering og Problemløsning

3.1: Præcedens, association og virkefelter

Nøglekoncepter

- Talsystemer (decimal, binær, octal, hexadecimal)

- Heltal, flydende tal, tegn, strenge
- Typer og operatorer

Type	int	float	char	string	float	float
Tre	3	3.0	'3'	"3"	3e0	3.0e0

Operatorer og præcedens

Operatorer og typer

3 + 4

3.0 + 4.0

3 + 4.0

5 / 2

5 % 2

2 * (5 / 2) + 5 % 2

2.0 ** 3.0

pown 2 3

"hej " + "med " + "dig"

Operatorer og præcedens

Operatorer og typer	Præcedens og association	Operator	Associativity	Description
3 + 4	exp 0.0	+<expr>, -<expr>, ~~~<expr>	Left	Unary identity, negation, and bitwise negation operator
3.0 + 4.0	exp 1.0	f <expr>	Left	Function application
3 + 4.0	<u>(exp 0.0) + 1.0</u>	<expr> ** <expr>	Right	Exponent
5 / 2	<u>2.0 ** (3.0 ** 4.0)</u>	<expr> * <expr>, <expr> / <expr>, <expr> % <expr>	Left	Multiplication, division and remainder
5 % 2	<u>(2.0 / 3.0) / 4.0</u>	<expr> + <expr>, <expr> - <expr>	Left	Addition and subtraction binary operators
2 * (5 / 2) + 5 % 2		<expr> ^^^ <expr>	Right	bitwise exclusive or
2.0 ** 3.0		<expr> < <expr>, <expr> <= <expr>, <expr> > <expr>, <expr> >= <expr>, <expr> = <expr>, <expr> <> <expr>, <expr> <<< <expr>, <expr> >>> <expr>, <expr> &&& <expr>, <expr> <expr> ,	Left	Comparison operators, bitwise shift, and bitwise 'and' and 'or'.
pown 2 3		<expr> && <expr>	Left	Boolean and
"hej " + "med " + "dig"		<expr> <expr>	Left	Boolean or

String slicing, boolske værdier og operatorer

Slicing	Boolske værdier og operatorer	Sammenligninger
<code>"abcdefghijkl".[1]</code> = 'b'	<code>true = 1</code>	<code>3 < 4</code>
<code>"abcdefghijkl".[1..4]</code> = "bcde"	<code>false = 0</code>	<code>3 > 4</code>
<code>"abcdefghijkl".[..4]</code> = "abcde"	<code>a && b</code>	<code>3 <> 4</code>
<code>"abcdefghijkl".[4..]</code> = "efghijkl"	<code>a b</code>	<code>3 = 4</code>
<code>"abcdefghijkl".Length</code> = 12	<code>not a</code>	<code>not 3 = 4</code>
<code>"abcdefghijkl".[0..11]</code> = "abcdefghijkl"		<code>not (3 = 4)</code>