

# Operators

## Arithmetic Operator (+, -, //, /, %, \*, +)

```
In [1]: x,y = 10,5
```

```
In [2]: x+5
```

```
Out[2]: 15
```

```
In [3]: x-y
```

```
Out[3]: 5
```

```
In [4]: x*y
```

```
Out[4]: 50
```

```
In [5]: x/y
```

```
Out[5]: 2.0
```

```
In [6]: x//y
```

```
Out[6]: 2
```

```
In [7]: x%y
```

```
Out[7]: 0
```

```
In [8]: x**y
```

```
Out[8]: 100000
```

## Assignment operator (=, +=, -=, \*=, /=, //=)

```
In [9]: x=2
```

```
In [10]: x=x+2  
x
```

```
Out[10]: 4
```

```
In [11]: x+=2  
x
```

```
Out[11]: 6
```

```
In [13]: x -= 2  
x
```

```
Out[13]: 2
```

```
In [14]: x *= 2  
x
```

```
Out[14]: 4
```

```
In [16]: x /= 2  
x
```

```
Out[16]: 1.0
```

```
In [17]: x //= 2  
x
```

```
Out[17]: 0.0
```

## Unary Operator

--> Unary means - 1 | Binary means 2 --> Here we are applying minus operator(-) on the operand n ; the value of m becomes -7, which indicates it as negative value

```
In [18]: n = 7  
n
```

```
Out[18]: 7
```

```
In [19]: m = -(n)  
m
```

```
Out[19]: -7
```

```
In [20]: -n
```

```
Out[20]: -7
```

## Relational Operators

We are using this operator for comparing (<,>,<=,>=,==)

```
In [22]: a = 10  
b = 16
```

```
In [23]: a > b
```

```
Out[23]: False
```

```
In [24]: a < b
```

Out[24]: True

In [25]: `a == b`

Out[25]: False

In [26]: `a>=b`

Out[26]: False

In [27]: `a<=b`

Out[27]: True

## Logical Operator

AND, OR, NOT

In [28]: `a = 10`  
`b = 5`

In [33]: `a<b and b<a`

Out[33]: False

In [32]: `a<12 and b>4`

Out[32]: True

In [34]: `a>6 or b>4`

Out[34]: True

In [35]: `a>15 or b<2`

Out[35]: False

In [36]: `x = False`  
`x`

Out[36]: False

In [37]: `not x`

Out[37]: True

In [38]: `x = not x`  
`x`

Out[38]: True

In [40]: `not x`

Out[40]: False

# Number System

Binary Octal Decimal HexaDecimal

```
In [ ]: Decimal ---> Binary  
        Octal ----> Hexa
```

```
In [41]: 25
```

```
Out[41]: 25
```

```
In [42]: bin(25)
```

```
Out[42]: '0b11001'
```

```
In [43]: bin(30)
```

```
Out[43]: '0b11110'
```

```
In [44]: int(0b11001)
```

```
Out[44]: 25
```

```
In [45]: int(0b11110)
```

```
Out[45]: 30
```

```
In [46]: oct(25)
```

```
Out[46]: '0o31'
```

```
In [47]: int(0o31)
```

```
Out[47]: 25
```

```
In [48]: hex(25)
```

```
Out[48]: '0x19'
```

```
In [49]: hex(16)
```

```
Out[49]: '0x10'
```

```
In [50]: hex(16)
```

```
Out[50]: '0x10'
```

```
In [51]: hex(1)
```

```
Out[51]: '0x1'
```

```
In [52]: 0x10
```

```
Out[52]: 16
```

```
In [53]: 0x1
```

```
Out[53]: 1
```

## Swapping two Variables in Python

```
In [54]: a = 5  
b = 6
```

```
In [55]: a = b  
b = a  
print(a)  
print(b)
```

```
6  
6
```

```
In [59]: # in the aboce senario we lost the value of 5  
a1 = 7  
b1 = 8
```

```
In [60]: temp = a1  
a1 = b1  
b1 = temp
```

```
In [61]: print(a1)  
print(b1)
```

```
8  
7
```

```
In [62]: a2 = 5  
b2 = 6
```

```
In [63]: # swap variables in another way  
a2 = a2 + b2  
b2 = a2 - b2  
a2 = a2 - b2
```

```
In [64]: print(a2)  
print(b2)
```

```
6  
5
```

## Betwise Operator

- WE HAVE 6 OPERATORS COMPLEMENT ( ~ ) || AND ( & ) || OR ( | ) || XOR ( ^ ) || LEFT SHIFT ( << ) || RIGHT SHIFT ( >> )

```
In [65]: print(bin(12))  
print(bin(13))
```

```
0b1100  
0b1101
```

```
In [66]: # Compliment  
~12
```

```
Out[66]: -13
```

```
In [67]: ~14
```

```
Out[67]: -15
```

```
In [68]: # AND  
12 & 13
```

```
Out[68]: 12
```

```
In [69]: # OR  
12 | 13
```

```
Out[69]: 13
```

```
In [70]: 1 & 0
```

```
Out[70]: 0
```

```
In [71]: # OR  
1 | 0
```

```
Out[71]: 1
```

```
In [73]: print(bin(35))  
print(bin(40))
```

```
0b100011  
0b101000
```

```
In [74]: 35 | 40
```

```
Out[74]: 43
```

```
In [75]: # XOR  
35 ^ 40
```

```
Out[75]: 11
```

```
In [76]: 10<<1
```

```
Out[76]: 20
```

```
In [77]: 12<<2
```

```
Out[77]: 48
```

```
In [78]: 10>>1
```

```
Out[78]: 5
```

```
In [79]: 12>>2
```

Out[79]: 3

In [ ]: