The background features abstract, overlapping geometric shapes in various shades of blue, creating a modern and dynamic visual effect.

# *Chapter: 3.3*

## *Increment and Decrement Operators*

***Advanced College of Engineering And  
Management.***

# Increment and Decrement Operators

- ▶ Increment Operator : Increment the value of a variable by one
- ▶ Decrement Operator : Decrement the value of a variable by one

## Increment

```
int a=5;
```

```
a++;
```

```
a=6;
```

## Decrement

```
int a=5;
```

```
a--;
```

```
a=4;
```

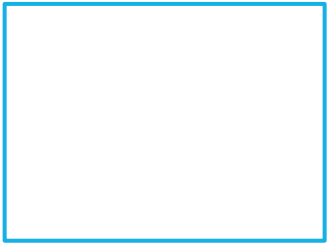
*// a++ is same as a=a+1 and a-- is same as a=a-1*

# Types of Increment and Decrement Operators

## Pre Increment

$x = ++a;$

X



a



Increase  
Assign

Suppose a = 5;

## Post Increment

$x = a++;$

X



a



Assign  
Increase

# Types of Increment and Decrement Operators

## Pre Decrement

$x = --a;$

x



a



Decrease  
Assign

Suppose a = 5;

## Post Decrement

$x = a--;$

x



a



Assign  
Decrease

# Example1

Output

a=6 and x=6

```
#include<stdio.h>
#include<conio.h>
void main(){
    int a=5,x;
    x=++a;
    printf("a =%d and x =%d",a,x);
}
```

## Example2

Output

```
#include<stdio.h>
#include<conio.h>
void main(){
    int a=5,x;
    x=a++;
    printf("a =%d and x =%d",a,x);
}
```

## Example3

```
#include<stdio.h>
#include<conio.h>
```

```
void main(){
    int a=5,x;
    x= a++ + a++;
    printf("a =%d and x =%d",a,x);
}
```

x= a++ + a++;

Example4: a=5

x= ++a + ++a;



Example5: a=5

x= ++a + a ++;

Example6: a=5

x= ++a + a ++ + ++a;

Example7: a=5

```
x= a ++ + ++a + ++a;
```

Example8: a=5

```
x= a ++ + ++a + a ++ + ++a;
```

Example9: a=5

```
x=  a --  +  ++a + a ++ + --a;
```

Example10: a=5

`x=++a * ++a + ++a;`

# Give the output of the following

```
#include<stdio.h>
int main()
{
    int x=3, y=5,z=7;
    int a, b;
    a=x*2+y/5-z*y;
    b=++x*(y-3)/2 - ++y;
    printf("a=%d",a);
    printf("b=%d",b);
    return 0;
}
```

# Give the output of the following

```
#include<stdio.h>
int main()
{
    int a=2, b=3, c;
    a=(b++)+(++b)+a;
    c=a>b?a:b; b=(a++)+(b--)+a;
    printf("a=%d\n b=%d\n c=%d", a, b, c);
    return 0;
}
```



# Tutorial II [Part 1]

1. WAP to add two numbers.
2. WAP to find product of two numbers.
3. WAP to calculate area and circumference of a circle having radius  $r$  (input  $r$  from user).
4. WAP to convert temperature in Centigrade into Fahrenheit.
5. WAP to find sum and average of 5 numbers.
6. WAP to take marks of 5 subjects from student and calculate Total marks and percentage.
7. WAP to convert Cartesian coordinates to polar coordinates.
8. WAP to calculate Simple Interest.

## Tutorial II [Part 2]

1. WAP to read height and base of triangle and calculate its area.
2. WAP to read three sides of triangle and calculate its area.
3. WAP for asking cost of pen in paisa. Convert it into nearest rupee and paisa.
4. WAP to enter 4- digit number and find the sum of first and last digit of the number.
5. WAP to enter 4-digit number and find the sum of its digits. Basic salary of Ram is input through the keyboard. His medical allowance is 10% of basic salary, house rent allowance is 8% of his basic salary and provident fund is 10% of basic salary. WAP to find his net salary.
6. WAP to find the area of triangle, if the length of sides of triangle a, b, c is given by user.
7. WAP to find area of circle. Ask radius to user and also define value of PI as symbolic constant.
8. Write conditional operator to evaluate the following functions
  - ▶  $y = 2.4x + 3$ , for  $x \leq 2$
  - ▶  $y = 3x - 5$ , for  $x > 2$