



Class, Object, State & Behavior

Imthiyas Vadakkan
09-08-2021



Class

- Logical entity to create objects and to define object's state and behaviour
- Blue-print for any number of objects.

Object

- Object is an instance of a class



An object consists of :

- **State:** It is represented by attributes of an object. It also reflects the properties of an object.
- **Behavior:** It is represented by methods of an object. It also reflects the response of an object with other objects.
- **Identity:** It gives a unique name to an object and enables one object to interact with other objects.



Operators Precedence & Associativity

Operators Precedence and Associativity are two characteristics of operators that determine the evaluation order of sub-expressions in absence of brackets



Operator Precedence

- It determines which operator is performed first in an expression with more than one operators with different precedence.



Operator Associativity

- Used when two operators of same precedence appear in an expression.

| Category | Operator | Associativity |
|----------------|-----------------------------------|---------------|
| Postfix | () [] -> . ++ -- | Left to right |
| Unary | + - ! ~ ++ -- (type)* & sizeof | Right to left |
| Multiplicative | * / % | Left to right |
| Additive | + - | Left to right |
| Shift | << >> | Left to right |
| Relational | < <= > >= | Left to right |
| Equality | == != | Left to right |
| Bitwise AND | & | Left to right |
| Bitwise XOR | ^ | Left to right |
| Bitwise OR | | Left to right |
| Logical AND | && | Left to right |
| Logical OR | | Left to right |
| Conditional | ?: | Right to left |
| Assignment | = += -= *= /= %= >>= <<= &= ^= = | Right to left |
| Comma | , | Left to right |



THANK YOU!