

# Expression, Assignment

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# Topics

- Arithmetic Expressions
  - Overloaded Operators
  - Type Conversions
- Relational and Boolean Expressions
  - Short-Circuit Evaluation
- Assignment Statements
  - Mixed-Mode Assignment

# Arithmetic expressions

\*a[3]  
우선순위는  
a[3]이 우선  
그다음 \*  
(\*a)[3] 이렇게해야함

- Arithmetic expressions consist of
  - Operators: unary, binary, ternary
  - Operands
  - Parentheses
  - Function calls
- Design issues for arithmetic expressions
  - Operator precedence rules
  - Operator associativity rules
  - Order of operand evaluation
  - Operand evaluation side effects
  - Operator overloading
  - Type mixing in expressions

# Operator Precedence, Associativity

- Typical associativity rules
  - Left to right, except \*\*, which is right to left
  - Sometimes unary operators associate right to left (e.g., in FORTRAN)
- APL is different 대부분의 언어는 관계가 없는 경우는 좌에서 우임 그러나 APL(행렬, 벡터) 모든 operator들이 우에서 좌임
  - All operators have equal precedence
  - All operators associate right to left
- Precedence and associativity rules can be overridden with parentheses

# Ruby Expressions

루비는 완전 객체지향 자바처럼

- All operators, are implemented as methods
  - Arithmetic, relational, and assignment operators, as well as array indexing, shifts, and bit-wise logic
  - Operators can all be overridden by application programs

# Conditional Expressions

- C families

```
average = (count == 0)? 0 : sum / count
```

# Operand Evaluation

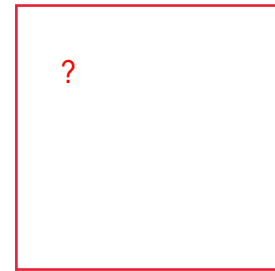
- Variables
  - fetch the value from memory
- Constants
  - sometimes a fetch from memory; sometimes the constant is in the machine language instruction
- Parenthesized expressions
- Function call
  - *Functional side effect*
    - a function changes a two-way parameter or a non-local variable
    - `a = 10; b = a + fun(&a);`

요 a는 10일까 fun(&a) 일까??      c언어는 evaluation 정해져있지 않아서 컴파일러맘  
이순서는 a임      자바는 좌에서 우로해야된다고 딱 정해져 있음  
만약 fun(&a) + a 이면 a는 10이 아닌 fun(&a) 값이 나온다.  
컴파일러 구현 입장에서 편한방법으로 함. (확실히 모르겠음)

# Solutions to Functional Side Effects

## 1. Disallow functional side effects 이것을 없애려면?

- No two-way parameters in functions
- No non-local references in functions



## 2. Operand evaluation order be fixed

- Java requires that operands appear to be evaluated in left-to-right order 자바는 왼쪽에서 오른쪽으로 정해짐 따라서 functional side effects 발생안함



# Overloaded Operators

- Some are common (e.g., `+` for `int` and `float`)
- Some are potential trouble (e.g., `*` in C and C++)
- User-defined overloaded operators: C++, C#
  - Users can define **nonsense operations**
  - **Readability may suffer**, even when the operators make sense

# Type Conversions

- *narrowing conversion* 허용 안하는 경우가 많음 손실이 있기때문에  
그러나 C는 예외
  - float to int
- *widening conversion* 손실이 없음
  - int to float
- Mixed-mode expression
  - *coercion* is an implicit type conversion
    - In most languages, all numeric types are coerced in expressions, using widening conversions
    - In Ada, there are virtually no coercions in expressions
- Explicit Type Conversions: *type casting*
  - C: (int)angle
  - Ada: Float(Sum)

# Errors in Expressions

- Inherent limitations of arithmetic
  - e.g., **division by zero**
- Limitations of computer arithmetic
  - e.g. **overflow**
- Often ignored by the run-time system

# Relational and Boolean Expressions

- Operator symbols for “not equal” are
  - `!=`, `/=`, `~=`, `.NE.`, `<>`, `#`
- `===` and `!==` in JavaScript and PHP
  - Do not coerce their operands
- Boolean Expressions

<b>FORTRAN 77</b>	<b>FORTRAN 90</b>	<b>C</b>	<b>Ada</b>
<code>.AND.</code>	<code>and</code>	<code>&amp;&amp;</code>	<code>and</code>
<code>.OR.</code>	<code>or</code>	<code>  </code>	<code>or</code>
<code>.NOT.</code>	<code>not</code>	<code>!</code>	<code>not</code>
	<code>xor</code>		

# Relational and Boolean Expressions

- One odd characteristic of C's expressions:

- $a < b < c$  is a legal expression

a가 b보다 작으면 0이나 1로 먼저 변함 즉 c라는 값이 2 이상이면 무조건 참이다

- Short Circuit Evaluation

- $(a < b) \ \&\& \ (b < c)$

- $(a < b) \ || \ (b++ < c)$  이렇게 코딩하는건 좋은 습관이 아니다 명확해야함

- $(13 * a) * (b++ / 13 - 1) \rightarrow$  If a is zero

a가 만약 0이라면 곱하기 할 필요가 없음

secure coding- 안전한 코딩  
strcpy(s1,s2) 못씀- 이거때문에 해킹이 남

# Assignment Statements

- Assignment operator
  - = FORTRAN, BASIC, the C-based languages
  - :** = ALGOLs, Pascal, Ada
- = can be bad when it is **overloaded for equality**
  - That's why the C-based languages use == as the relational operator.
- Conditional Targets in Perl
  - (`$flag ? $total : $subtotal`) = 0

- Compound Operators

- `a += b;`

- Unary Assignment Operators

`sum = ++count`

`sum = count++`

`-count++`    사람을 헛갈리게 하므로 좋은 습관이 아님 // 고수인 척 하는 사람  
괄호를 해줘야함

- Assignment can be used as operands

- `while ((ch = getchar()) != EOF) {...}`

- List assignments in Perl and Ruby

`($first, $second, $third) = (20, 30, 40);`

- Mixed-Mode Assignment

32→16비트로 가면 데이터 손실 될수 있으니  
허용하면안됨

- Fortran, C, and C++

- any numeric type value can be assigned to any numeric type variable

자유분방 와이드닝이던 네로리딩이던 다허용

- Java

- only widening assignment coercions are done

와이드닝만 허용

- Ada

- there is no assignment coercion

허용 x



# Summary

- Expressions
- Operator precedence and associativity
- Operator overloading
- Mixed-type expressions
- Various forms of assignment