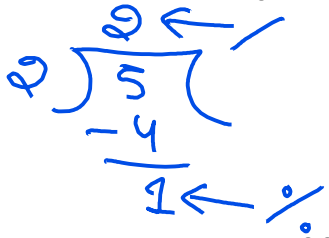
AIRTHMATIC OPERATOR

+ , - , * , / , % (mod)

3 + 2 = 5 , **3 - 2 = 1 ,** **3 * 2 = 6**

5 / 2 = 2 **5 % 2 = 1 REMAINDER**

int / int = int **5 / 2 = 2**



/ **% (mod) // remainder**

5 / 2 = 2 **5 % 2 = 1**

-5 / 2 = -2 **-5 % 2 = -1**

5 / -2 = - 2 **5 % -2 = 1**

-5 / - 2 = 2 **-5 % - 2 = - 1**

REMAINDER

a % b = a - (a / b) * b

e.g.

-5 % 2 = -5 - (-5/2) * 2
= -5 - (-2) * 2
= -5 + 4
= -1

E.G. -5 % -2 =

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1. *** , / , % :- same [left --> right]**
2. **+ , - :- same [left --> right]**

1. **int x ;**

   x = 4 * 3 % 5
   x = 12 % 5
   x = 2

2. **int x ,y ;**

   x = 3 % 5
   y = 3 / 5

3. int x ;

x = 4 % 5 + 6 % 5 ;
x = 4 + 6 % 5 ;
x = 4 + 1
x = 5

4. int x ;

x = -3 * -4 % -6 / -5 ;

x = 12 % -6 / -5
x = 0 / -5
x = 0
x = 0

5. int x ;

x = -3 + 4 - 7 * 8 / 5 % 10 ;
x = -3 + 4 - 56 / 5 % 10 ;

x = -3 + 4 - 11 % 10 ;

x = -3 + 4 - 1

x = 1 - 1

x = 0

6. int x ;

x = 3 ** 4 - 7 * 8 ;

error :- ** , ^ X

fortran , python --> power **
basic --> power ^

7. int x;

x = 2 * 3 / 4 + 4 / 4 + 8 - 2 + 5 / 8

x = 6 / 4 + 4 / 4 + 8 - 2 + 5 / 8

x = 1 + 4 / 4 + 8 - 2 + 5 / 8

x = 1 + 1 + 8 - 2 + 5 / 8
x = 1 + 1 + 8 - 2 + 0
x = 8

8. int x , d = 3 , q = 2 ;

x = q * d / 4 - 12 / 12 + 12 / 3 * 16 / d ;

x = 2 * 3 / 4 - 12 / 12 + 12 / 3 * 16 / 3 ;

x = 6 / 4 - 12 / 12 + 12 / 3 * 16 / 3 ;

x = 1 - 12 / 12 + 12 / 3 * 16 / 3 ;

x = 1 - 1 + 12 / 3 * 16 / 3 ;
x = 1 - 1 + 4 * 16 / 3;
x = 1 - 1 + 64 /3

x = 1 - 1 + 21

x = 21

9. int i = 3 , a = 4 , n ;

float t = 4.2 ;

n = a * a / i + i / 2 + 2 + t ;

n = 4 * 4 / 3 + 3 / 2 + 2 + 4.2 ;

n = 16 / 3 + 3 / 2 + 2 + 4.2 ;
n = 5 + 3 / 2 + 2 + 4.2 ;
n = 5 + 1 + 2 + 4.2 ;
n = 6 + 2 + 4.2
n = 8 + 4.2;
n = 12.2
n = 12 (int)

10. float a = 1.5 , c ;

int b = 3 ;

c = b / 2 + b * 8 / b - b + a / 3 ;

c = 3 / 2 + 3 * 8 / 3 - 3 + 1.5 / 3 ;

c = 1 + 3 * 8 / 3 - 3 + 1.5 / 3

c = 1 + 24 / 3 - 3 + 1.5 / 3

c = 1 + 8 - 3 + 1.5 / 3

c = 1 + 8 - 3 + 0.5

c = 9 - 3 + 0 . 5

c = 6 + 0.5

c = 6.5

11 . int i = 2, j = 3 ,k ,l;

float a,b;

k = i / j *j ;

k = 2 / 3 * 3

k = 0 * 3

k = 0

l = j / i *i ;
l = 2

a = i / j * j;
a = 0
a = 0.000000

b = j / i * i ;

b = 3 / 2 * 2 ;
b = 1 * 2 ;
b = 2
b = 2.000000

12. float a = 5 , b = 2 ;
int c ;
c = a % b ;
error :- float --> % X
