

A table of C++ operators

From: <https://en.cppreference.com/w/cpp/language/operators>

Common operators						
assignment	increment decrement	arithmetic	logical	comparison	member access	other
<pre> a = b a += b a -= b a *= b a /= b a %= b a &= b a = b a ^= b a <<= b a >>= b </pre>	<pre> ++a --a a++ a-- </pre>	<pre> +a -a a + b a - b a * b a / b a % b ~a a & b a b a ^ b a << b a >> b </pre>	<pre> !a a && b a b </pre>	<pre> a == b a != b a < b a > b a <= b a >= b a <=> b </pre>	<pre> a[b] *a &a a->b a.b a->*b a.*b </pre>	<pre> a(...) a, b ?: </pre>

Special operators

`static_cast` converts one type to another related type

`dynamic_cast` converts within inheritance hierarchies

`const_cast` adds or removes `cv` qualifiers

`reinterpret_cast` converts type to unrelated type

C-style cast converts one type to another by a mix of `static_cast`, `const_cast`, and `reinterpret_cast`

`new` creates objects with dynamic storage duration

`delete` destructs objects previously created by the `new` expression and releases obtained memory area

`sizeof` queries the size of a type

`sizeof...` queries the size of a **parameter pack** (since C++11)

`typeid` queries the type information of a type

`noexcept` checks if an expression can throw an exception (since C++11)

`alignof` queries alignment requirements of a type (since C++11)