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Assignment -1

Operators:

Special symbols perform special operations.

Types:

Arithmetic operators
Assignment operators
comparison operators
Logical operators
Bitwise operators
Increment/ Decrement operators

Arithmetic operators:

operator	Name	Example
+	Addition	x+y
-	Subtraction	x-y
*	Multiplication	x*y
/	Division	x/y
%	Modulus	x%y

Assignment operators:

operator	Example	
=	x = 5	x = 5
+=	x+=3	x = x+3
-=	x-=3	x = x-3

*=	x*=5	x = x*5
/=	x/=5	x = x/5
%=	x%=5	x = x%5
&=	x&=3	x = x&3
!=	x!=3	x = x!3
^=	x^=3	x = x^3
>>=	x>>=5	x = x>>5
<<=	x<<=5	x = x<<5

comparison operators:

Operator	Name	Example
==	Equal to	x==5
!=	not equal to	x!=y
>	Greater than	x>y
<	Less than	x<y
>=	Greater than orequal to	x>=y
<=	Less than or equal to	x<=y

Logical operators:

operator	Name	Example
&&	Logical and	x<5 && x<10
||	Logical or	x<5 || x<4
!	Logical not	!(x<5 && x<10)

Bitwise operators:

operators	Name	Example
&	Bitwise AND	x&y
^	Bitwise exclusive OR	x^y
|	Bitwise inclusive OR	x|y
~	complement	~x
<<	Left shift	x<<y
>>	Right shift	x>>y

Control statements:

Executed according to the order Smooth flow of program.

Types:

Deciscon Makeng statements:

* If statement
* swrtch statemente

Looping statements:

* do while
* while
* for Loop

Jump statements:

* Break statement
* Contenue statement

Decision making statements:

If statements:

1. Evaluate a condition
2. Deveeted specific condition
3. Condition either true (or) false

Types:

1. Simple If statement
2. If - else statement
3. If - else - If - Ladder
4. Nested If statement

semple If statement:

Expression evaluates to true syntax

```
If (condition)
  {
    statement;
  }
```

If -else statement:

```
If (condition)
  {
    statement 1 ;
  }
 else
  {
    statement 2;
  }
```

Nested If statement:

```
If (condition1) {
    statement1; }
If (condition 2); {
   statement 2 }
else
  {
     statement 3;
  }
```

swetch statement:

Multeple blocks of code en a sengle case

```
    swetch (Expresseon)
      {
          case value1 ;
          Statement1;
          break ;
      }
        case value 11 ;
         stament 2;
         break;
         default;
  }
```

Loopeng statement:

Excess code repeatedly

Execution Instruction.

Jump statement:

Transfer - control specefic statement

execute other part of the program.

Types:

* Break: → stop the current flow of program

* contenue: → st specefic part

Applecations:

* Mathematical calculation
* searcheng
* sorteng.