```
#include <iostream>
using namespace std;

int main() {
   cout << false << "   " << 'A' << "   " << "Hello" << endl;
   cout << 23412 << "   " << 12897234L << endl;
   cout << 245.78F << "    " << 114.782 << "   " << 2.051L;
   return 0;
}
```

```
#include <iostream>
using namespace std;

int main() {
   int x = 4;
   cout << "괄호가 있는 경우의 값: " <<(x + 3) *  5 << endl;
   cout << "괄호가 없는 경우의 값: " << x + 3 * 5 << endl << endl;
   cout << "괄호가 있는 경우의 값: " << 12 /(x + 2) << endl;
   cout << "괄호가 없는 경우의 값: " << 12 /  x + 2;
   return 0;
}
```

```
#include <iostream>
using namespace std;

int main() {
   int x = 4;
   int y = -10;

   cout << "x에 양수 연산자 적용하기: " << +x << endl;
   cout << "x에 음수 연산자 적용하기: " << -x << endl;

   cout << "y에 양수 연산자 적용하기: " << +y << endl;
   cout << "y에 음수 연산자 적용하기: " << -y;
   return 0;
}
```

```
#include <iostream>
using namespace std;

int main() {
   cout << "곱셈 연산자" << endl;
   cout << "3 * 4 = " << 3 * 4 << endl;
   cout << "2.4 * 4.1 = " << 2.4 * 4.1 << endl;
   cout << "-3 * 4 = " << -3 * 4 << endl;

   cout << "나눗셈 연산자" << endl;
   cout << "30 / 5 = " << 30 / 5  << endl;
   cout << "4 / 7 = " << 4 / 7 << endl;

   cout << "나머지 연산자" << endl;
   cout << "30 % 5 = " << 30 % 5 << endl;
   cout << "30 % 4 = " << 30 % 4 << endl;
   cout << "3 % 7 = " << 3 % 7 << endl;
   return 0;
}
```

```
#include <iostream>
using namespace std;

int main() {
   cout << "덧셈 연산자 확인하기" << endl;
   cout << "30 + 5 = " << 30 + 5 << endl;
   cout << "20.5 + 6.2 = " << 20.5 + 6.2 << endl;

   cout << "뺄셈 연산자 확인하기" << endl;
   cout << "5 - 30 = " << 5 - 30 << endl;
   cout << "51.2 - 30.4 = " << 51.2 - 30.4 << endl;
   return 0;
}
```

```
#include <iostream>
using namespace std;

int main(){
   int x;
   int y;

   cout << "할당 표현식의 리턴값: " <<(x = 14) << endl;
   cout << "변수 x의 값: " << x << endl;

   cout << "할당 표현식의 리턴값: " <<(y = 87) << endl;
   cout << "변수 y의 값: " << y;
   return 0;
}
```

```
#include <iostream>
using namespace std;

int main() {
   int x = 20;
   int y = 30;
   int z = 40;
   int t = 50;
   int u = 60;

   x += 5;
   y -= 3;
   z *= 10;
   t /= 8;
   u %= 7;

   cout << "x의 값: " << x << endl;
   cout << "y의 값: " << y << endl;
   cout << "z의 값: " << z << endl;
   cout << "t의 값: " << t << endl;
   cout << "u의 값: " << u;
   return 0;
}
```

```
#include <iostream>
#include <typeinfo>
using namespace std;

int main() {
   bool x = true;
   char y = 'A';
   short z = 14;
   float t = 24.5;

   cout << "x + 100의 자료형: " << typeid(x + 100).name() << endl;
   cout << "x + 100의 값: " << x + 100 << endl;

   cout << "y + 1000의 자료형: " << typeid(y + 1000).name() << endl;
   cout << "y + 1000의 값: " << y + 1000 << endl;

   cout << "z * 100의 자료형: " << typeid(z * 10).name() << endl;
   cout << "z * 100의 값: " << z * 100 << endl;

   cout << "t + 15000.2의 자료형: " << typeid(t + 15000.2).name() << endl;
   cout << "t + 15000.2의 값: " << t + 15000.2;
   return 0;
}
```

```
#include <iostream>
#include <typeinfo>
using namespace std;

int main() {
   int x = 123;
   long y = 140;
   double z = 114.56;

   cout << "x + y 자료형: " << typeid(x + y).name() << endl;
   cout << "x + y 값: " << x + y << endl << endl;

   cout << "x + y + z 자료형: " << typeid(x + y + z).name() << endl;
   cout << "x + y + z 값: " << x + y + z << endl;
   return 0;
}
```

```
#include <iostream>
#include <typeinfo>
using namespace std;

int main() {
   int x;
   double y;

   x = 23.67;
   y = 130;

   cout << "x = 23.67 자료형: " << typeid(x = 23.67).name() << endl;
   cout << "할당 후 x 값: " << x << endl << endl;

   cout << "y = 130 자료형: " << typeid(y = 130).name() << endl;
   cout << "할당 후 y 값: " << y << endl;
   return 0;
}
```

```
#include <iostream>
using namespace std;

int main() {
   double x = 23.56;
   int y = 30;

   cout << "캐스팅 하지 않은 경우: " << x + y << endl;

   cout << "캐스팅 한 경우: " << static_cast<int>(x) + y;
   return 0;
}
```