Programming in C

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October 27, 2021

• used for data manipulation

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- used for data manipulation
- may either be

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 - arithmetic,

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 - arithmetic,
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- used for data manipulation
- may either be
 - arithmetic,
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 - logical

```
Arithmetic Operators
+ - * / %
```

Things to remember:

 Operator precedence is still MD/AS, evaluated from left to right for operators with the same priority.

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- When both operands are integers, the result is also an integer. Otherwise, the result is a floating-point number.

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Arithmetic Operators
+ - * / %
```

Things to remember:

- Operator precedence is still MD/AS, evaluated from left to right for operators with the same priority.
- When both operands are integers, the result is also an integer. Otherwise, the result is a floating-point number.
- The modulo % operator can have integer operands only.

$$1.5 + 5 / 2 - 2 + 1 * 9 / 3$$

```
1. 5 + 5 / 2 - 2 + 1 * 9 / 3

5 + 2 - 2 + 1 * 9 / 3

5 + 2 - 2 + 9 / 3

5 + 2 - 2 + 3

7 - 2 + 3

5 + 3
```

- 1. 5 + 5 / 2 2 + 1 * 9 / 3 5 + 2 - 2 + 1 * 9 / 35 + 2 - 2 + 9 / 35 + 2 - 2 + 37 - 2 + 35 + 3
- 2.15%6*2.5+1

- 2.15%6*2.5+1
- 3.20 / 6 + 4 / 5 * 10

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- 2. 15 % 6 * 2.5 + 1
- 3.20 / 6 + 4 / 5 * 10
- 4.20 / 6 + 4 / 5.0 * 10

Evaluating Expressions

Precedence determines the order/priority of operators

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Evaluating Expressions

Precedence determines the order/priority of operators
Associativity determines the direction of evaluation

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Evaluating Expressions

Precedence determines the order/priority of operators
Associativity determines the direction of evaluation

Example: Given a = 11, b = 2, and c = 5, evaluate the following:

- 1. a / b / c
- 2. (a / b) / c
- 3. a / (b / c)

highest	()	left to right
	unary +, unary -	right to left
	%, *, /	left to right
	+, -	left to right

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Things to remember:

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Things to remember:

Evaluating relational expressions results to true or false

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```
Relational Operators
                                   equality
                                            inequality
```

Things to remember:

- Evaluating relational expressions results to true or false
- In C99, the result type of relational expressions is int

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Relational Operators > >= < <= == != equality inequality

Things to remember:

- Evaluating relational expressions results to **true** or **false**
- In C99, the result type of relational expressions is int
 - 0 for false
 - 1 for true

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highest	()	left to right
	unary +, unary -	right to left
	%, *, /	left to right
	+, -	left to right
	>, >=, <, <=	left to right
	==, !=	left to right

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Logical Operators



Things to remember:

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Logical Operators



Things to remember:

• Evaluating logical expressions results to **true** or **false**

Logical Operators

Logical Operators



Things to remember:

- Evaluating logical expressions results to true or false
- In C99, the result type of logical expressions is int
 - for false
 - 1 for true

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written in C as !

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- is a unary operator

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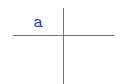
Example: !a

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Example: la



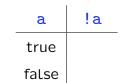
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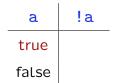
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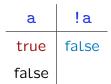
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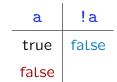
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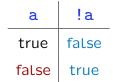
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Example: !a

a !a true false false true

Evaluate:

1. !5

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Example: !a

a	!a
true	false
false	true

Evaluate:

- 1. !5
- 2. !(3 < 3)

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Example: !a

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Evaluate:

- 1. !5
- 2.!(3 < 3)
- 3.!(4 2 * 2)

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a	b	a && b

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Example: a && b

a	b	a && b
true		
true		

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Example: a && b

a	b	a	&&	b	
true					
true					
false					
false					

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Example: a && b

a	b	a && b	Evaluate:
true	true	true	1. (5 > 4) && (6 > 7)
true	false	false	
false	true	false	
false	false	false	

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true	false	false	2. !(3 < 3) && 8
false	true	false	
false	false	false	

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true	false	false	2. !(3 < 3) && 8
false	true	false	3. !(4 - 2 * 2) && (5 % 3 == 2)
falso	false	false	

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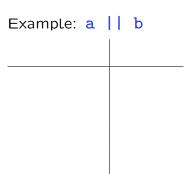
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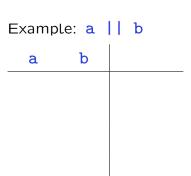
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Example: a | b

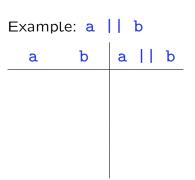
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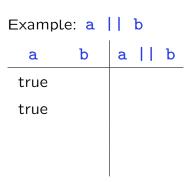


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Example: a b				
a	b	a	\Box	b
true				
true				
false				
false				

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Example: a b					
a	b	a	Π	b	
true	true				
true					
false					
false					

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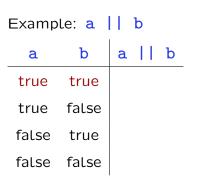
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a	b	a	Π	b	
true	true				
true	false				
false	true				
false					

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false	true				
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a	b	a b		
true	true	true		
true	false			
false	true			
false	false			

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false	true	true	
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Example: a b			
a	b	a b	Evaluate:
true	true	true	1. (5 < 4) (6 > 7)
true	false	true	
false	true	true	
false	false	false	

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Example: a b			
a	b	a b	Evaluate:
true	true	true	1. (5 < 4) (6 > 7)
true	false	true	2. !(3 <= 3) 8
false	true	true	
false	false	false	

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a	b	a b	Evaluate:
true	true	true	1. (5 < 4) (6 > 7)
true	false	true	2. !(3 <= 3) 8
false	true	true	3. !(4 / 2 * 2) (5 % 3 == 2)
false	false	false	

Logical Operators

highest	()	left to right
	unary +, unary -	right to left
	!	
	%, *, /	left to right
	+, -	left to right
	>, >=, <, <=	left to right
	==, !=	left to right
	&&	left to right
	11	left to right

 ${\tt C\ Operator\ Precedence\ Table:\ https://en.cppreference.com/w/c/language/operator_precedence}$

Evaluate the following.

1. 8 > 10 || 6 < 5 && 9 != 10

Evaluate the following.

2. Let
$$a = -5$$
 and $b = 10$,
 $a + b >= 10 && !(a / b < 5) && b % $a == 1 / 2$$

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Evaluate the following.

- 1. 8 > 10 | | 6 < 5 && 9 != 10
- 2. Let a = -5 and b = 10. a + b >= 10 && !(a / b < 5) && b % a == 1 / 2
- 3. !(45 / 6 > 18 % 7) | | 95 >= 77 + 23 % 3 * 1.0 &&45 == 75 - 6 * 5

Evaluate the following.

- 1. 8 > 10 || 6 < 5 && 9 != 10
- 2. Let a = -5 and b = 10, a + b >= 10 && !(a / b < 5) && b % <math>a == 1 / 2
- 3. ! (45 / 6 > 18 % 7) || 95 >= 77 + 23 % 3 * 1.0 && 45 == 75 6 * 5
- 4.4 * 5.0 / 8 10

Express the following using expressions in C. Use the underlined words as identifiers.

1. Determine if value is an even number.

Express the following using expressions in C. Use the underlined words as identifiers.

- 1. Determine if value is an even number.
- 2. Compute for Anna's age: anna is 3 times luisa's age.

Express the following using expressions in C. Use the underlined words as identifiers.

- 1. Determine if *value* is an even number.
- 2. Compute for Anna's age: anna is 3 times *luisa*'s age.
- 3. Determine if *mark* is older than *pete*.

Express the following using expressions in C. Use the underlined words as identifiers.

- 1. Determine if value is an even number.
- 2. Compute for Anna's age: anna is 3 times *luisa*'s age.
- 3. Determine if *mark* is older than *pete*.

4.
$$x = \frac{a + 3b}{2c}$$

