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# Day 1: Arithmetic Operators

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## Arithmetic Operators

### Operator Types

#### Unary

A *unary* operator requires a single operand, either before or after the operator, following this format:

```
operand operator
operator operand
```

For example, in the expression `a++`, `++` is a unary operator.

#### Binary

A *binary* operator requires two operands, one before the operator and one after the operator, following this format:

```
operand1 operator operand2
```

For example, in the expression `a + b = c`, `+` is a binary operator.

#### Ternary

There is one *ternary* operator, the conditional operator. For example, in the expression `a ? b : c`, the use of `?` and `:` in this manner constitutes the ternary operator. We'll discuss this operator more in the *Conditional Statements* tutorial.

### Arithmetic Operators

An arithmetic operator takes numeric values (either literals or variables) as its operands and returns a single numeric value. The standard arithmetic operators are addition (`+`), subtraction (`-`), multiplication (`*`), and division (`/`). Other arithmetic operators are remainder (`%`), unary negation (`-`), unary plus (`+`), increment (`++`), decrement (`--`), and exponentiation (`**`).

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### 1. Addition ( + )

We use this operator in the form `operand1 + operand2`. For example:

```
2 + 3 // evaluates to 5
4 + 10 // evaluates to 14
```

### 2. Subtraction ( - )

We use this operator in the form `operand1 - operand2`. For example:

```
3 - 2 // evaluates to 1
4 - 10 // evaluates to -6
```

### 3. Multiplication ( \* )

We use this operator in the form `operand1 * operand2`. For example:

```
3 * 2 // evaluates to 6
4 * 10 // evaluates to 40
```

### 4. Division ( / )

We use this operator in the form `operand1 / operand2`. For example:

```
6 / 3 // evaluates to 2
3 / 2 // evaluates to 1.5
4 / 10 // evaluates to 0.4
```

### 5. Remainder ( % )

We use this operator in the form `operand1 % operand2`. For example:

```
6 % 3 // evaluates to 0
3 % 2 // evaluates to 1
4 % 10 // evaluates to 4
```

### 6. Exponentiation ( \*\* )

We use this operator in the form `operand1 ** operand2`. This operator is a part of ECMAScript2016 feature set. For example:

```
2 ** 3 // evaluates to 8
3 ** 2 // evaluates to 9
5 ** 4 // evaluates to 625
```

### 7. Unary Negation ( - )

We use this operator in the form `-operand`. For example:

```
-4 // evaluates to -4
-(-5) // evaluates to 5 (not --5)
```

### 8. Unary Plus ( + )

We use this operator in the form `+operand`. For example:

```
+4 // evaluates to 4
```

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```
+(-4) // evaluates to -4
```

## 9. Increment (++)

We use this operator in the prefix and postfix forms, forms `++operand` and `operand++`. The prefix form, `++operand`, increments the operand by **1** and then returns the value of the operand. The postfix form, `operand++`, returns the value of the operand and *then* increments the operand's value by **1**. For example:

-	EXAMPLE
	<pre>1 process.stdin.on('data', function (data) { 2   main(++(data)); 3 }); 4 /**** Ignore above this line. ****/ 5 function main(input) { 6   var a = input; 7   // Print the value of 'a' and the preincremented value of 'a': 8   console.log("a(" + a + "), ++a(" + ++a + ")"); 9   // Assign the current value of 'a' to 'b' and then postincrement 10  var b = a++; 11  // Print the values of 'a' once and 'b' twice, then postincrement 12  console.log("a(" + a + "), b(" + b + "), b++(" + b++ + ")"); 13  // Print the final values of 'a' and 'b': 14  console.log("a(" + a + "), b(" + b + ")"); 15 }</pre>
	<div>Input</div> <div><input type="text" value="4"/></div> <div><div>Run</div></div> <div>Output</div> <div><input type="text"/></div>
	<div>Solution</div> <div>The code above produces this output:</div> <div><pre>a(4), ++a(5) a(6), b(5), b++(5) a(6), b(6)</pre></div>

## 10. Decrement (--)

We use this operator in the prefix and postfix forms, forms `--operand` and `operand--`. The prefix form, `--operand`, decrements the operand by **1** and then returns the value of the operand. The postfix form, `operand--`, returns the value of the operand and *then* decrements the operand's value by **1**. For example:

-	EXAMPLE
	<pre>process.stdin.on('data', function (data) {   main(--(data)); }); /**** Ignore above this line. ****/ function main(input) {</pre>

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```
6   var a = input;
7   // Print the value of 'a' and the predecremented value of 'a':
8   console.log("a(" + a + "), --a(" + --a + ")");
9   // Assign the current value of 'a' to 'b' and then postdecrement
10  var b = a--;
11  // Print the values of 'a' once and 'b' twice, then postdecrement
12  console.log("a(" + a + "), b(" + b + "), b--(" + b-- + ")");
13  // Print the final values of 'a' and 'b':
14  console.log("a(" + a + "), b(" + b + ")");
15 }
```

Input

Output

### Solution

The code above produces this output:

```
a(4), --a(3)
a(2), b(3), b--(3)
a(2), b(2)
```

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