

# Python Operators

1. Arithmetic Operators
2. Comparison (Relational) Operators
3. Logical Operators
4. Assignment Operators
5. Bitwise Operators
6. Membership Operators
7. Identity Operators

## 1. Arithmetic Operators : (Based on mathematical operations)

- Addition → + ( $10 + 5 = 15$ )
- Subtraction → - ( $10 - 5 = 5$ )
- Multiplication → \* ( $10 * 5 = 50$ )
- Division (float) → / ( $10 / 3 = 3.333$ )
- Floor Division (quotient only) → // ( $10 // 3 = 3$ )
- Modulus (Remainder) → % ( $10 \% 3 = 1$ )
- Exponentiation (power) → \*\* ( $2 ** 3 = 8$ )

## 2. Comparison (Relational Operators) :- (used to compare two values)

- equal to → == ( $5 == 5$  (true))
- Not equal to → != ( $5 != 3$  (true))
- Greater than → > ( $10 > 5$  (true))
- Less than → < ( $10 < 5$  (false))
- Greater than or equal → >= ( $10 >= 10$  (true))

→ Less than or equal  $\rightarrow \leq$  ( $5 \leq 10$  (True))

### 3. Logical Operators : (Used for conditional logic)

→ True if both are true  $\rightarrow \text{and}$  ( $5 > 2 \text{ and } 10 > 3$  (true))

→ True if at least one is true  $\rightarrow \text{or}$  ( $5 > 10 \text{ or } 10 > 3$  (true))

→ Negates the result  $\rightarrow \text{not} (\text{not}(5 > 2))$  (false).

### 4. Assignment Operators : (Used to assign values to variables)

→ Assign  $\rightarrow =$  ( $x = 5$ ) ( $\leftarrow$ )

→ Add and assign  $\rightarrow +=$  ( $x += 3$ ) ( $x = x + 3$ )

→ Subtract and assign  $\rightarrow -=$  ( $x -= 2$ ) ( $x = x - 2$ )

→ Multiply and assign  $\rightarrow *=$  ( $x *= 4$ ) ( $x = x * 4$ )

→ Divide and assign  $\rightarrow /=$  ( $x /= 2$ ) ( $x = x / 2$ )

→ Floor divide and assign  $\rightarrow // =$  ( $x // = 2$ ) ( $x = x // 2$ )

→ Modules and assign  $\rightarrow \% =$  ( $x \% = 3$ ) ( $x = x \% = 3$ )

→ Power and assign  $\rightarrow ** =$  ( $x ** = 2$ ) ( $x = x ** 2$ )

### 5. Bitwise Operators : (works on binary numbers (0s & 1s))

→ AND  $\rightarrow \&$  (input) (output)

→ OR  $\rightarrow |$  (input) (output) ( $0101 | 0011 = 0001$ )

→ XOR  $\rightarrow \wedge$  (input) (output)

→ NOT  $\rightarrow \sim$  (input) (output) ( $\sim 0011 = 0110$ )

→ Left shift  $\rightarrow \ll$  (input) (output)

→ Right shift  $\rightarrow \gg$  (input) (output)

### 6. Membership Operators (Used to check if value is in Sequence like string, list etc...)

→ True if value exist  $\rightarrow \text{in}$  ("a" in "apple") (true)

→ True if value does not exist  $\rightarrow \text{not in}$  ("b" not in "apple") (true)

### 7. Identity Operators (To used to compare memory location of objects).

→ True if both refer to same object  $\rightarrow \text{is}$  ( $x == y$ ) (true/false)

→ True if not same object  $\rightarrow \text{is not}$  ( $x \neq y$ ) (true / false)