(#) Precedence and Associativity of Operators.

Operator precedence :- It determines which operator is performed first in an expression with more than two operators with different precedence.

Ex :- 10 + 20 * 30 ← higher

lower

10 + 600

610

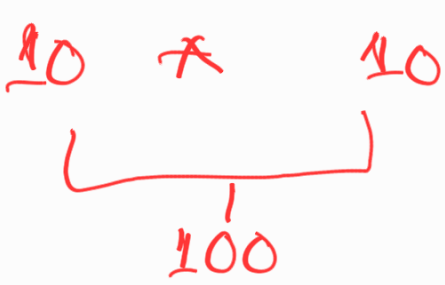
Operator Associativity

↳ It is used when two operators of same precedence appear in an expression.

Associativity can be either left to right or Right to left

Ex :- 100 / 10 * 10

1



(#) Type casting :-

→ converting one data type into another is known as type casting

Syntax :- (type_name) expression

Example :-

```
int a, b, c ;
a = 5;
b = 2;
c = a/b ;
```

a/b → int

c ← int

```
int a, b;
float c ;
a = 5;
b = 2;
c = a/b ;
```

a/b → int

c ← int

"c = 2.000000"

char
↓
int
↓
float → double

C = (float) a / b;

↳ 2.5 //.

(#) Unformatted input and output

(1) Single character input and output.

- getchar() } Input
- getche()
- getch()

- putch() } output
- putchar()

getchar()	putchar()
Syntax:- Char ch;	
variable_name = getchar();	putchar(variable_name);
Ch = getchar();	putchar(ch);

Char ch;
scanf("%c", &ch);
↳ ch = getchar();

(2) String input and output

```
Char Str[30];
```

→ gets()
→ puts()

gets()

```
gets(variable_name);
gets(Str);
```

puts()

```
puts(variable_name);
puts(Str);
puts("Hello world\n");
```