Math Operators

- Math operators are used to carry out math arguments within a method. They use math symbols (+, *, -, /) to represent the different operands.
- Math operators can be used to add or subtract number values from the assigned value of the variable by creating a function using the identifier for the variable, and placing an addition or subtraction sign after the identifier and before the equals sign.
- When carrying out a math equation, C# will always multiply or divide first, if those operators are present.
- If you want C# to carry out addition or subtraction operands first, put parenthesis around the two numbers associated with the addition or subtraction sign. Basically, follow the order of operations.
- An “int” is a type of function. It returns a number. You need an identifier after “int,” such as “myInt.” You can then assign a whole number (integer) to the identifier. Afterwards, you can manipulate the return of the integer through math operators placed before the equals sign.
- C# has many other basic math operators built in to help carry out other simple math problems. Use the format “Math.Insertoperationhere.” You can find the square root (.Sqrt), use power functions (.Pow), or round numbers (.Round).
- Using a double-plus or double-minus, you can make a function increase or decrease an integer by one.
- int myInt = 15;
    - myInt++; //myInt is assigned a value of 16
    - myInt--; //myInt is assigned a value of 14

- int myInt = 7;
    - myInt += 13; //myInt is assigned a value of 20
    - myInt -= 5; //myInt is assigned a value of 2
- int equationAnswer = 7 + 6 * 4;
    - With no parenthesis, the answer is 31. This is because C# multiplied 6 and 4 to get 24 first, before adding 7.
- int equationAnswer = (7 + 6) * 4;
    - The answer is 52. This is because C# added 7 and 6 first due to the parenthesis.