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Built-in operators, precedence, and associativity

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C++ built-in operators, precedence, and associativity

Article

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8 contributors

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The C++ language includes all C operators and adds several new operators. Operators specify an evaluation to be performed on one or more operands.

Precedence and associativity

Operator *precedence* specifies the order of operations in expressions that contain more than one operator. Operator *associativity* specifies whether, in an expression that contains multiple operators with the same precedence, an operand is grouped with the one on its left or the one on its right.

Alternative spellings

C++ specifies alternative spellings for some operators. In C, the alternative spellings are provided as macros in the <iso646.h> header. In C++, these alternatives are keywords, and use of <iso646.h> or the C++ equivalent <ciso646> is deprecated. In Microsoft C++, the */permissive-* or */Za* compiler option is required to enable the alternative spellings.

C++ operator precedence and associativity table

The following table shows the precedence and associativity of C++ operators (from highest to lowest precedence). Operators with the same precedence number have equal precedence unless another relationship is explicitly forced by parentheses.

Expand table

Operator	Description	Operator	Alternative
Group 1 precedence, no associativity			
Scope resolution		::	
Group 2 precedence, left to right associativity			
Member selection (object or pointer)		. or ->	
Array subscript		[]	
Function call		()	
Postfix increment		++	
Postfix decrement		--	
Type name		typeid	
Constant type conversion		const_cast	
Dynamic type conversion		dynamic_cast	
Reinterpreted type conversion		reinterpret_cast	
Static type conversion		static_cast	
Group 3 precedence, right to left associativity			
Size of object or type		sizeof	
Prefix increment		++	
Prefix decrement		--	
One's complement		~	compl
Logical not		!	not
Unary negation		-	
Unary plus		+	
Address-of		&	
Indirection		*	
Create object		new	
Destroy object		delete	
Cast		()	
Group 4 precedence, left to right associativity			
Pointer-to-member (objects or pointers)		.* or ->*	
Group 5 precedence, left to right associativity			
Multiplication		*	
Division		/	
Modulus		%	
Group 6 precedence, left to right associativity			
Addition		+	
Subtraction		-	
Group 7 precedence, left to right associativity			
Left shift		<<	
Right shift		>>	
Group 8 precedence, left to right associativity			
Less than		<	
Greater than		>	
Less than or equal to		<=	
Greater than or equal to		>=	
Group 9 precedence, left to right associativity			
Equality		==	
Inequality		!=	not_eq
Group 10 precedence left to right associativity			
Bitwise AND		&	bitand
Group 11 precedence, left to right associativity			
Bitwise exclusive OR		^	xor
Group 12 precedence, left to right associativity			
Bitwise inclusive OR			bitor
Group 13 precedence, left to right associativity			
Logical AND		&&	and
Group 14 precedence, left to right associativity			
Logical OR			or
Group 15 precedence, right to left associativity			
Conditional		? :	
Assignment		=	
Multiplication assignment		*=	
Division assignment		/=	
Modulus assignment		%=	
Addition assignment		+=	
Subtraction assignment		-=	
Left-shift assignment		<<=	
Right-shift assignment		>>=	
Bitwise AND assignment		&=	and_eq
Bitwise inclusive OR assignment		=	or_eq
Bitwise exclusive OR assignment		^=	xor_eq
throw expression		throw	
Group 16 precedence, left to right associativity			
Comma		,	

See also

Operator overloading

Feedback

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