

Swift Operators

Assignment Operator (=)

- Used to assign a value to a variable.

```
let a = 5  
var b = 10
```

Arithmetic Operators

Addition (+): Adds two values.

```
let sum = a + b
```

Subtraction (-): Subtracts the second value from the first.

```
let difference = b - a
```

Multiplication (*): Multiplies two values.

```
let product = a * b
```

Division (/): Divides the first value by the second.

```
let quotient = b / a
```

Remainder (%): Returns the remainder of the division.

```
let remainder = b % a
```

Comparison Operators

- Equal to (==)
- Not equal to (!=)
- Greater than (>)
- Less than (<)
- Greater than or equal to (>=)
- Less than or equal to (<=)

```
let isEqual = (a == b)  
let isNotEqual = (a != b)  
let isGreater = (a > b)  
let isLess = (a < b)  
let isGreaterOrEqual = (a >= b)  
let isLessOrEqual = (a <= b)
```

Logical Operators

- Logical AND (&&)
- Logical OR (||)
- Logical NOT (!)

```
let isTrue = (a < b) && (a > 0)
let isEitherTrue = (a < b) || (a > 10)
let isNotTrue = !(a < b)
```

Range Operators

Closed Range (...): Defines a range that includes both endpoints.

```
for index in 1...5 {
    print(index) // 1, 2, 3, 4, 5
}
```

Half-Open Range (..<<): Defines a range that includes the first endpoint but excludes the second.

```
for index in 1..
```

Ternary Conditional Operator (? :)

```
let result = (a > b) ? "a is greater" : "b is greater"
```