### **Operators**

- 1. The & (bitwise AND) in C or C++ takes two numbers as operands and does AND on every bit of two numbers. The result of AND is 1 only if both bits are 1.
- 2. The | (bitwise OR) in C or C++ takes two numbers as operands and does OR on every bit of two numbers. The result of OR is 1 if any of the two bits is 1.
- 3. The **^ (bitwise XOR)** in C or C++ takes two numbers as operands and does XOR on every bit of two numbers. The result of XOR is 1 if the two bits are different.
- 4. The << (left shift) in C or C++ takes two numbers, left shifts the bits of the first operand, the second operand decides the number of places to shift.
- 5. The >> (right shift) in C or C++ takes two numbers, right shifts the bits of the first operand, the second operand decides the number of places to shift.
- 6. The ~ (bitwise NOT) in C or C++ takes one number and inverts all bits of it

```
C Program to demonstrate use of bitwise operators
#include <stdio.h>
int main()
{
    // a = 5(00000101), b = 9(00001001)
    unsigned char a = 5, b = 9;
    // The result is 00000001
    printf("a = %d, b = %d\n", a, b);
    printf("a&b = %d\n", a & b);
    // The result is 00001101
    printf("a|b = %d\n", a | b);
    // The result is 00001100
    printf("a^b = dn, a ^ b);
    // The result is 11111010
    printf("\sima = %d\setminusn", a = \sima);
    // The result is 00010010
    printf("b<<1 = %d\n", b << 1);
    // The result is 00000100
    printf("b>>1 = %d\n", b >> 1);
    return 0;
}
```

#### Output

```
a = 5, b = 9
a&b = 1
a|b = 13
a^b = 12
~a = 250
b<<1 = 18</pre>
```

# Conditional or Ternary Operator (?:) in C/C+

The conditional operator is kind of similar to the <u>if-else statement</u> as it does follow the same algorithm as of <u>if-else statement</u> but the conditional operator takes less space and helps to write the if-else statements in the shortest way possible.

#### Syntax:

The conditional operator is of the form

variable = Expression1 ? Expression2 : Expression3

```
if(Expression1)
{
   variable = Expression2;
}
else
{
  variable = Expression3;
}
```

Here, Expression1 is the condition to be evaluated. If the condition(Expression1) is True then Expression2 will be executed and the result will be returned.

Otherwise, if the condition(Expression1) is false then Expression3 will be executed and the result will be

#### **Output:**

Largest number between 5 and 10 is 10.

## 2. Calculator program

```
#include <stdio.h>
int main() {
  char operator;
  double first, second;
  printf("Enter an operator (+, -, *,): ");
  scanf("%c", &operator);
  printf("Enter two operands: ");
  scanf("%If %If", &first, &second);
  switch (operator) {
  case '+':
    printf("%.1lf + %.1lf = %.1lf", first, second, first + second);
    break;
  case '-':
    printf("%.1lf - %.1lf = %.1lf", first, second, first - second);
    break;
  case '*':
    printf("%.1lf * %.1lf = %.1lf", first, second, first * second);
 break;
  case '/':
    printf("%.1lf / %.1lf = %.1lf", first, second, first / second);
    break;
    // operator doesn't match any case constant
  default:
    printf("Error! operator is not correct");
  }
return 0;
}
```