

C++ dasturlash tilining asosiy operatorlari

Reja:

- Arifmetik operatorlar
- Qiymat berish operatori
- Taqqoslash operatorlari
- Mantiqiy operatorlar
- Bitwise operatorlar
- Amaliy mashqlar

Arifmetik operatorlar

Arithmetic Operators

Ikkita qiymatni qo'shish uchun + operatoridan foydalanamiz:

```
int x = 10 + 20;  
cout << x << endl; //x = 30;
```

+ operatori o'zgaruvchini va qiymatni yoki o'zgaruvchini va boshqa o'zgaruvchini qo'shishda ham ishlatilishi mumkin:

```
int sum1 = 10 + 20;           // 30   (10 + 20)
int sum2 = sum1 + 70;         // 100  (30 + 70)
int sum3 = sum2 + sum2;       // 200  (100 + 100)
cout << sum1 << endl << sum2 << endl << sum3 << endl;
```

Operator	Nomi	Tavsifi	Misol
+	Qo'shish	Ikkita qiymatni qo'shadi	$x + y$
-	Ayirish	Bir qiymatdan boshqasini ayiradi	$x - y$
*	Ko'paytirish	Ikkita qiymatni ko'paytiradi	$x * y$
/	Bo'lish	Bir qiymatni boshqasiga bo'ladi	x / y
%	Qoldiqli bo'lish	Qoldiqli bo'lishni hisoblaydi	$x \% y$
++	Inkrement	O'zgaruvchining qiymatini 1 taga oshiradi	$++x$
--	Dekrement	O'zgaruvchining qiymatini 1 taga kamaytiradi	$--x$

Qiymat berish operatori

Assignment Operators

x deb nomlanadigan o'zgaruvchiga 7 qiymatini berish uchun (=)
tayinlash operatoridan foydalanamiz:

```
int x = 7;  
cout << x << endl; //x = 7;
```


Qo'shish qiymat berish operatori bilan birgalikda (+=) o'zgaruvchiga qiymat qo'shadi:

```
int x = 5;  
x += 20;  
cout << x << endl; //x = 25;
```

Operator	Misol	
=	x = 5	x = 5
+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3
*=	x *= 3	x = x * 3
/=	x /= 3	x = x / 3
%=	x %= 3	x = x % 3

Taqqoslash operatorlari

Comparison Operators

Taqqoslash operatorlari ikkita qiymatni solishtirish uchun ishlatiladi.

Taqqoslashning natijaviy qiymati true (1) yoki false (0).

```
int x = 7;  
int y = 5;  
cout << (x > y); // returns 1 (true) because 7 is greater than 5
```

Operator	Nomi	Misol
==	Teng	$x == y$
!=	Teng emas	$x != y$
>	Katta	$x > y$
<	Kichik	$x < y$
>=	Katta yoki teng	$x >= y$
<=	Kichik yoki teng	$x <= y$

Mantiqiy operatorlar

Logical Operators

Operator	Nomi	Tavsifi	Misol
&&	Mantiqiy VA	Ikkala ifodaning qiymati true bo'lgandagina true qiymatga teng bo'ladi	$x < 5 \ \&\& \ x < 10$
	Mantiqiy YOKI	Ikkala ifodaning kamida bittasining qiymati true bo'lgandagina true qiymatga teng bo'ladi	$x < 5 \ \ x < 4$
!	Mantiqiy INKOR	Mantiqiy ifoda qiymatiga teskari qiymatni qaytaradi. true bo'lsa false , false bo'lsa true .	$!(x < 5 \ \&\& \ x < 10)$

Bitwise operatorlar

Operator	Nomi
&	Bitwise AND operatori
	Bitwise OR operatori
^	Bitwise XOR operatori
~	Bitwise Complement operatori
<<	Chapga surish operatori
>>	O'ngga surish operatori

Bitwise AND

a	b	a & b
0	0	0
0	1	0
1	0	0
1	1	1

Bitwise AND

12 = 00001100 (In Binary)

25 = 00011001 (In Binary)

//Bitwise AND Operation of 12 and 25

	00001100	
&	00011001	
	<hr/>	
	00001000	= 8 (In decimal)

Bitwise OR

a	b	a b
0	0	0
0	1	1
1	0	1
1	1	1

Bitwise OR

12 = 00001100 (In Binary)

25 = 00011001 (In Binary)

Bitwise OR Operation of 12 and 25

```
  00001100
| 00011001
```

00011101 = 29 (In decimal)

Bitwise XOR

a	b	$a \wedge b$
0	0	0
0	1	1
1	0	1
1	1	0

Bitwise XOR

12 = 00001100 (In Binary)

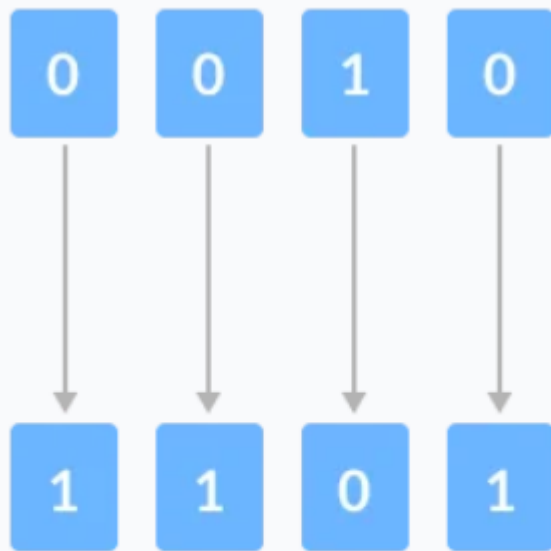
25 = 00011001 (In Binary)

Bitwise XOR Operation of 12 and 25

00001100

^ 00011001

00010101 = 21 (In decimal)



Bitwise Complement

Butun N soniga \sim amali qo'llanilishining natijasi $-(N+1)$ ga teng.

```
35 = 00100011 (In Binary)
```

```
// Using bitwise complement operator
```

```
~ 00100011
```

```
_____
11011100
```

Manfiy butun sonni ikkilik sanoq sistemasini aniqlash uchun:

1) Uning absolute qiymatining ikkilik sanoq sistemasidagi ko'rinishida 0 lar 1 ga, 1 lar 0 ga almashtiriladi;

2) Hosil bo'lgan songa 1 soni ikkilik sanoq sistemasida qo'shiladi

36 = 00100100 (In Binary)

1's Complement = 11011011

2's Complement :

11011011

+ 1

11011100

```
#include <iostream>

int main() {
    int num1 = 35;
    int num2 = -150;
    cout << "~(" << num1 << ") = " << (~num1) << endl;
    cout << "~(" << num2 << ") = " << (~num2) << endl;

    return 0;
}
```

Output

```
~(35) = -36
~(-150) = 149
```

Replacement
Bit

0

0

0

1

1

0

0

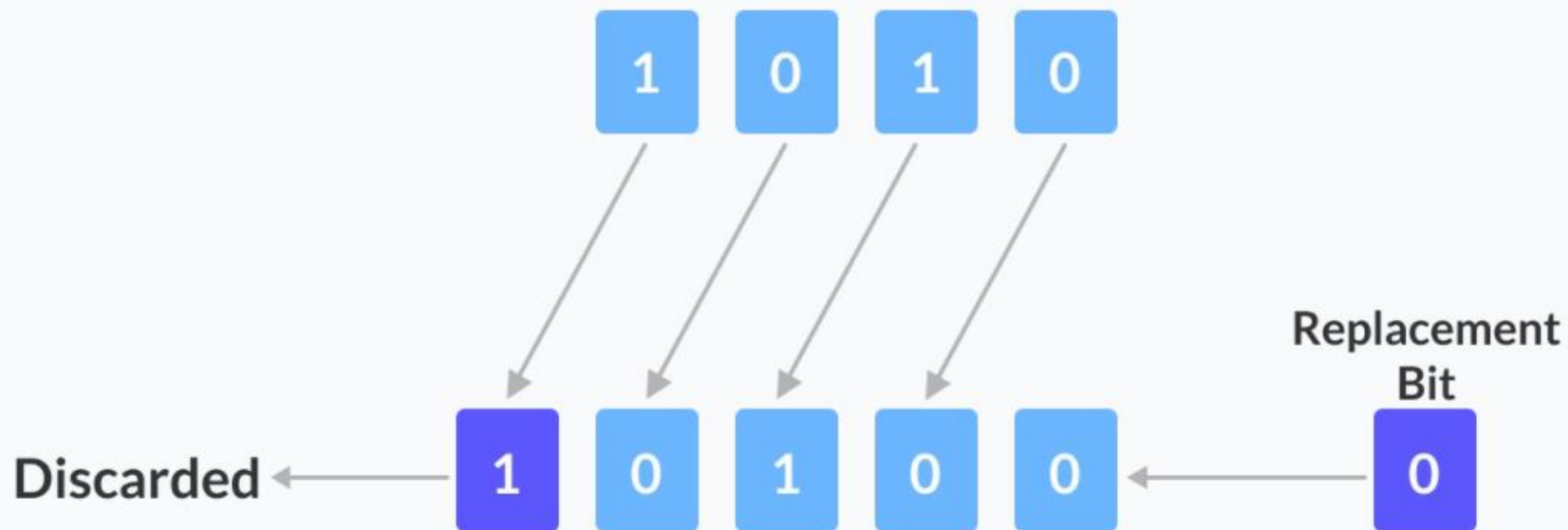
0

1

1

Discarded

One bit Right Shift



One bit Left Shift

Shift Right:

212 >> 0 = 212

212 >> 1 = 106

212 >> 2 = 53

212 >> 3 = 26

Shift Left:

212 << 0 = 212

212 << 1 = 424

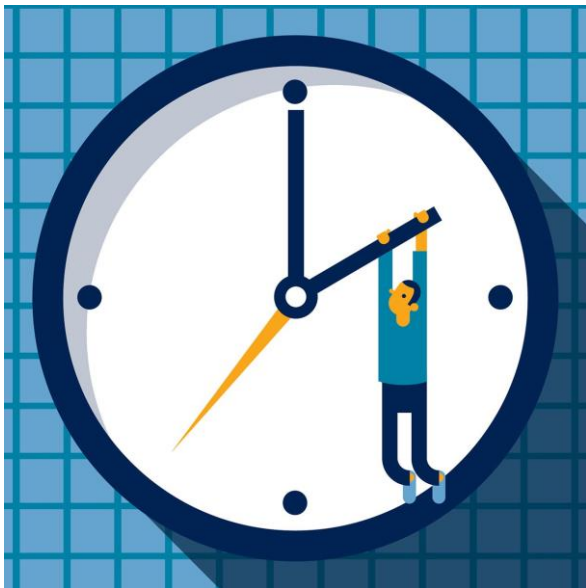
212 << 2 = 848

212 << 3 = 1696

Amaliy mashqlar



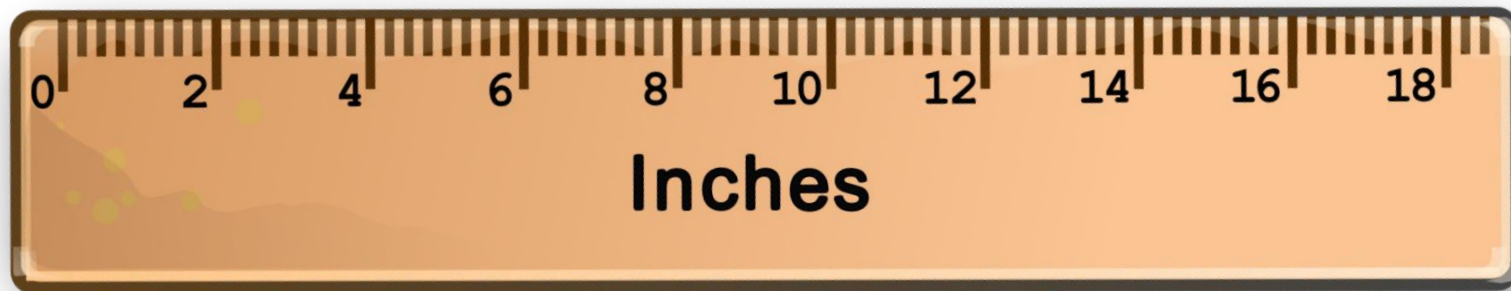
Vaqt daqiqada berilgan. U
necha soniyaga tengligini
aniqlovchi dastur tuzing.



Soat va minut berilgan
(12:34).

U necha sekundga teng?

Uzunlik L santimetrda berilgan. U necha metrga tengligini aniqlovchi dastur tuzing.



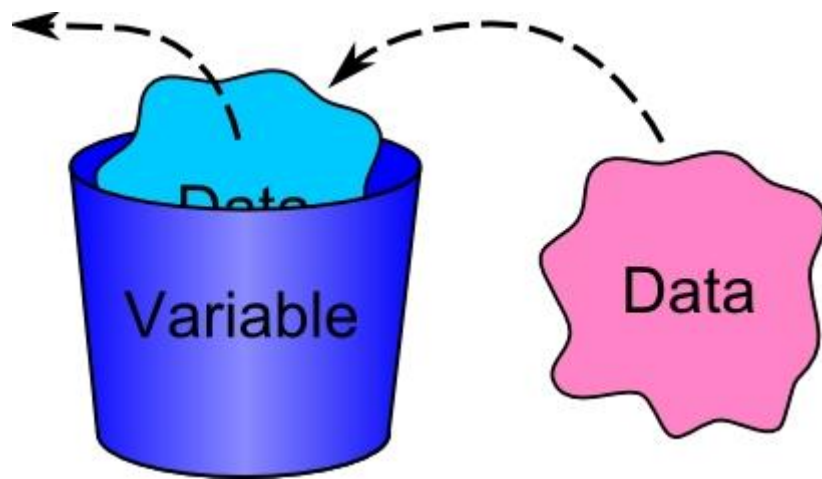


Og'irligi M kilogramda
berilgan. U
necha tonnaga tengligini
aniqlovchi dastur tuzing



Faylning hajmi baytda
berilgan. U necha
kilobaytga tengligini
aniqlovchi dastur tuzing.

2 ta o'zgaruvchi
berilgan int toifasida.
Ularni qiymatlarini
o'rnini almashtiring.



2 ta o'zgaruvchi berilgan int toifasida. Ularni qiymatlarini qo'shimcha o'zgaruvchi ishlatmasdan o'rnini almashtiring.



Ko'paytirish amalidan boshqasini ishlatmasdan
berilgan a sonining 2 ta amal orqali a^4 (a
ning 4-darajasini hisoblash dasturini tuzing.

$$a^4 = ?$$

Ko'paytirish amalidan boshqasini ishlatmasdan
berilgan a sonining 3 ta amal orqali a^6 (a
ning 6-darajasini hisoblash dasturini tuzing.

$$a^6 = ?$$

Ko'paytirish amalidan boshqasini ishlatmasdan
berilgan a sonining 5 ta amal orqali a^{15} (a
ning 15-darajasini hisoblash dasturini tuzing.

$$a^{15} = ?$$

**E`tiboringiz uchun
rahmat!**