

## DATA TYPES, VARIABLES, and ARITHMETIC

### Evaluating Expressions and Operator Precedence:

| Category             | Operators                             |
|----------------------|---------------------------------------|
| postfix              | expr++ expr--                         |
| unary                | ++expr --expr +expr -expr ~ !         |
| casting              | (type)                                |
| multiplicative       | * / %                                 |
| additive             | + -                                   |
| shift                | << >> >>>                             |
| relational           | < > <= >= instanceof                  |
| equality             | == !=                                 |
| bitwise AND          | &                                     |
| bitwise exclusive OR | ^                                     |
| bitwise inclusive OR |                                       |
| logical AND          | &&                                    |
| logical OR           |                                       |
| ternary              | ? :                                   |
| assignment           | = += -= *= /= %= &= ^=  = <<= >>= >>> |

#### Example 1:

Write a program that takes input and converts a Fahrenheit degree to Celsius using the formula

$$celsius = \left(\frac{5}{9}\right)(fahrenheit - 32)$$

### Case Study: Displaying the Current Time:

`System.currentTimeMillis()`

returns the current time in milliseconds elapsed since the time 00:00:00 on January 1, 1970 GMT (Greenwich Mean Time) (Known as the UNIX *epoch*. The epoch is the point when times starts, and 1970 was the year when the UNIX operating system was formally introduced.)

### **Augmented Assignment Operators:**

| Operator | Name                      | Example             | Equivalent             |
|----------|---------------------------|---------------------|------------------------|
| +=       | Addition assignment       | <code>i += 8</code> | <code>i = i + 8</code> |
| -=       | Subtraction assignment    | <code>i -= 8</code> | <code>i = i - 8</code> |
| *=       | Multiplication assignment | <code>i *= 8</code> | <code>i = i * 8</code> |
| /=       | Division assignment       | <code>i /= 8</code> | <code>i = i / 8</code> |
| %=       | Remainder assignment      | <code>i %= 8</code> | <code>i = i % 8</code> |

### **Increment and Decrement Operators:**

| Operator           | Name           | Description  | Example ( <code>i = 1</code> )                |
|--------------------|----------------|--|---|
| <code>++var</code> | Preincrement   | Increment <code>var</code> by 1, and use the new <code>var</code> value in the statement       | <pre>int j = ++i;<br/>// j is 2, i is 2</pre> |
| <code>var++</code> | Postincrement  | Increment <code>var</code> by 1, but use the original <code>var</code> value in the statement  | <pre>int j = i++;<br/>// j is 1, i is 2</pre> |
| <code>--var</code> | Predecrement   | Decrement <code>var</code> by 1, and use the new <code>var</code> value in the statement       | <pre>int j = --i;<br/>// j is 0, i is 0</pre> |
| <code>var--</code> | Post Decrement | Decrement <code>var</code> by 1, and use the original <code>var</code> value in the statement. | <pre>int j = i--;<br/>// j is 1, i is 0</pre> |