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| --- | --- |
| **Category** | **Result** |
| Primary | <<[ds.Value1]>> |
| <<[ds.Sum(1, 2)]>> |
| <<[new NumericDataSourceWithMethod(1, 2.0, 3, null, true)]>> |
| <<[new { value = 4 }.value]>> |
| Unary | <<[-ds.Value1]>> |
| <<[!ds.Logical]>> |
| <<[~ds.Value1]>> |
| <<[(double)ds.Value1]>> |
| Binary | <<[ds.Value1 \* ds.Value2]>> |
| <<[ds.Value1 / ds.Value2]>> |
| <<[ds.Value1 % ds.Value2]>> |
| <<[ds.Value1 + ds.Value2]>> |
| <<[ds.Value1 - ds.Value2]>> |
| <<[ds.Value1 << ds.Value3]>> |
| <<[ds.Value1 >> ds.Value3]>> |
| <<[ds.Value1 < ds.Value2]>> |
| <<[ds.Value1 > ds.Value2]>> |
| <<[ds.Value1 <= ds.Value2]>> |
| <<[ds.Value1 >= ds.Value2]>> |
| <<[ds.Value1 == ds.Value2]>> |
| <<[ds.Value1 != ds.Value2]>> |
| <<[ds.Value1 & ds.Value3]>> |
| <<[ds.Value1 ^ ds.Value3]>> |
| <<[ds.Value1 | ds.Value3]>> |
| <<[ds.Value1 == 1 && ds.Sum(1,2) == 3]>> |
| <<[ds.Value1 == 2 && ds.Sum(1,2) == 4]>> |
| <<[ds.Value1 == 1 || ds.Sum(1,2) == 3]>> |
| <<[ds.Value1 == 2 || ds.Sum(1,2) == 4]>> |
| <<[ds.Value4 ?? ds.Sum(1,2)]>> |
| <<[ds.Value1 ?? ds.Sum(2,3)]>> |
| Ternary | <<[ds.Value2 == 1 ? ds.Value1 + ds.Value2 : ds.Value4]>> |
| <<[ds.Value1 == 1 ? ds.Value1 + ds.Value2 : ds.Value4]>> |