Page	140			
			15	
Date		11	11	

## TASK : OPERATORS

1 1) BITWISE OPERATORS. - In arithmetic - logie unit mathematical operations like addition, subtraction, multiplication, and division are done in bet-level. To perform bet-level operations in a programming betwee operators are used

- · sample Betwise AND (&) Betwise OR (1) Betwise XOR (1), Betwise complement (1) etc.
- · Syntax # include (stdio h) int main ()

int a = 12, b = 25; paintf ("Output = % d" a2b).

return o;

Output = 8.

OPERATOR - It is commonly referred 2.) TERNARY to as the conditional operator

It is that part of the syntax for basic conditional expressions in several programming languages (?:).

Page No	. :
	A secretary factor of decision contraction of the
F-	
Date:	11 11
	44 11

• Syntax. - condition? value\_if\_true: value\_if\_false

The statement evaluates to value-if-false

value\_if\_true if condition is met, and

value\_if\_false.

example: int a=10, b=20, c; c=(a<b)? a:b;

prents ("0102"C);

· Output = 8 ..