

## Athematic Operators:

```
public class Arithmetic_Operators {

    public static void main(String[] args) {

        /*
        by using arthamatic operators in java we can do math
operations like
        addition, subtraction, multiplication, division, modulo.
        */

        // Addition '+'
        // Subtraction '-'
        // Multiplication '*'
        // Division '/'
        // Modulo '%'

        int i=10;
        int j=20;

        int addition=i+j; // adding the two values
        System.out.println("Addition of two values:"+addition);

        int subtraction=i-j; // subtracting two values
        System.out.println("Subtracting the two
values:"+subtraction);

        int multiplication=i*j; // Multiplying the two values
        System.out.println("Multiplication of two
values:"+multiplication);

        int division=i/j; // division will give the quotient when we
divide by value
        System.out.println("Division of two values:"+division);

        int modulo=i%j; // modulo will give the remender when we
divided by value
        System.out.println("modulo of two values:"+modulo);

        // Operator precedence determines the order in which the
operators in an expression are evaluated

        // * / % this three are a higher precedence in java
        // + - this are a lower precedence in java

        int pre = 12 - 4 * 2; // as per precedence first 4*2 will
exgecute =8 then 8 subtract with 12.
        System.out.println("precedence value before:"+pre);

        pre = (12 - 4) * 2; /*
```

here we use () that is grouping values that is we are telling compiler to first execute values in brackets then multiple with next value.

```

        */
        System.out.println("precedence value After:"+pre);

        // Result of data types

        // byte+int=int -->this will give int value
        // short+int =int -->this will give int value
        // int +long = long --> this will give long value
        // long+float=float --> this will give the float value
        // float+double=double --> this will give double value
        // char+ int =int --> this will give int value
        // double+int

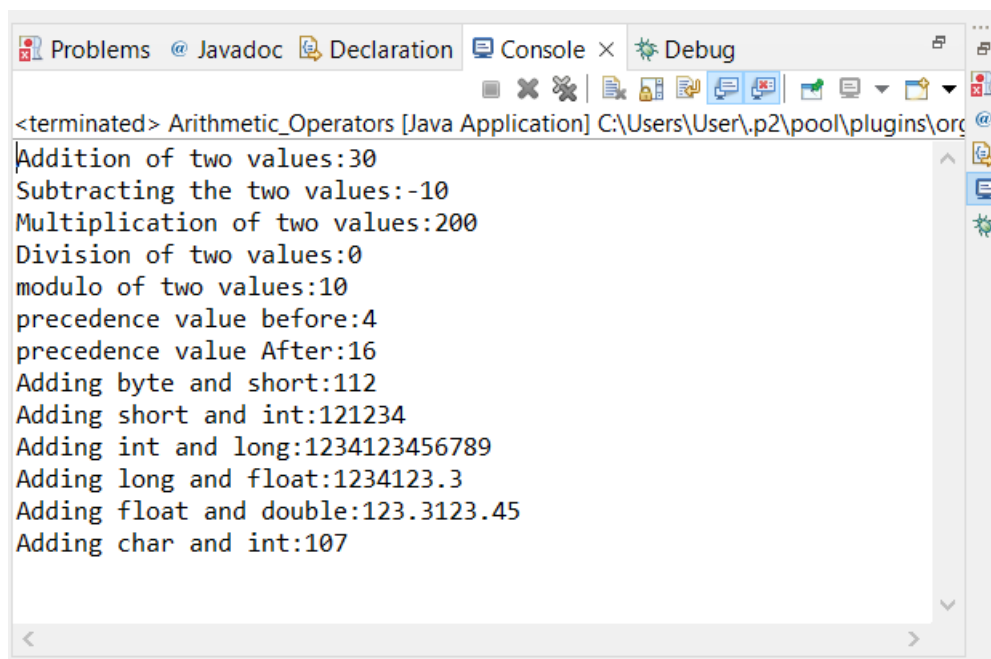
        byte b=1;
        short s=12;
        int i1=1234;
        long l=123456789;
        float f=123.3f;
        double d=123.45;

        System.out.println("Adding byte and short:"+b+s); // here we
are adding byte and short so it will give int value
        System.out.println("Adding short and int:"+s+i1); // here we
are adding short and int so it will give int value
        System.out.println("Adding int and long:"+i1+l); // here we
are adding int and long so it will give long value
        System.out.println("Adding long and float:"+i1+f); // here we
are adding long and float so it will give float value
        System.out.println("Adding float and double:"+f+d); // here we
are adding float and double so it will give double value
        System.out.println("Adding char and int:">'+a'+10)); // here
we are adding char and int so it will give int value
        /*
        when we are adding char with int char is converted into a
int values based on
        the Ascii A-Z =65-90 a-z=97-122
        */
        // as per ascii the value of 'a' is a 97 when we add with 10
it will give 107
    }

}

```

## Output:



```
<terminated> Arithmetic_Operators [Java Application] C:\Users\User\p2\pool\plugins\org
Addition of two values:30
Subtracting the two values:-10
Multiplication of two values:200
Division of two values:0
modulo of two values:10
precedence value before:4
precedence value After:16
Adding byte and short:112
Adding short and int:121234
Adding int and long:1234123456789
Adding long and float:1234123.3
Adding float and double:123.3123.45
Adding char and int:107
```

## Bit wise operators:

```
public class Bit_wise_operators {

    public static void main(String[] args) {

        // bit wise operators are used to perform the manipulation of
        individual bits of a numbers

        // & -->this is bit wise 'and' it will return true if both
        are true otherwise it will return false
        // | --> this is a bitwise 'or' it will true if any one is
        true
        // ^ --> this is bitwise 'xor' it will return true if both are
        not equal
        // ~ --> this is compliment(not) it use 2's compliment to
        return value
        // >> --> this is 'rightswift' it will swift bits to rightside
        based on the given value
        // << --> this is 'leftswift' it will swift bits leftside
        based on the given value

        int i=10;
        int j=8;
        // bitwise and
```

```
int and=i&j;  
System.out.println("bitwise and '&':" + and); // this will print  
8 as output.
```

```
// bitwise or
```

```
int or=i|j;  
System.out.println("bitwise or '|':" + or); // this will print  
10 as output.
```

```
// bitwise xor
```

```
int xor=i^j;  
System.out.println("bitwise xor '^':" + xor); // this will  
print 2 as output.
```

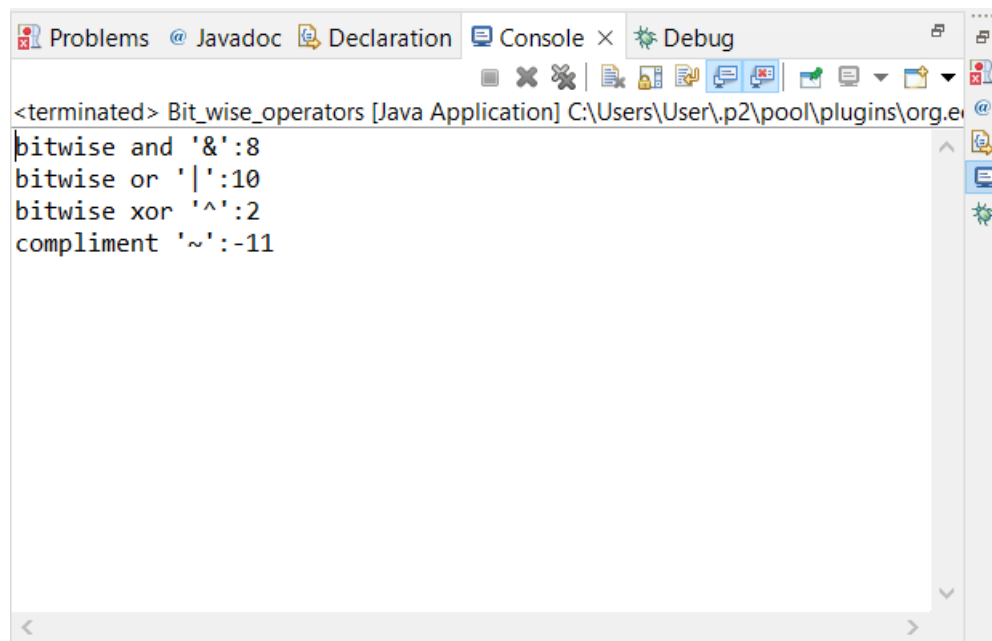
```
// compliment(not)
```

```
int compliment=~i;  
System.out.println("compliment '~':" + compliment); // this  
will print -11 as output.
```

```
}
```

```
}
```

## Out put:



```
<terminated> Bit_wise_operators [Java Application] C:\Users\User\p2\pool\plugins\org.e  
bitwise and '&':8  
bitwise or '|' :10  
bitwise xor '^':2  
compliment '~':-11
```

## Increment and decrement:

```
public class Increment_and_decrement {  
  
    public static void main(String[] args) {  
  
        // Increment and decrement is a unary operators in java  
        // by using that increment and decrement we can increase value  
        and we can decrease the value  
  
        /*  
        increment in java as two types:  
        1.pre increment.  
        2.post increment.  
  
        pre increment means first we can increment the value then  
        its assign to  
        another variable  
        int i=9;  
        int j=++i; here first i value increment by one and  
        it will assign to j so, i =10 and j=10  
  
        post increment means first we can assign the value then its  
        increment the  
        value  
        int i=9;  
        int j=i++; here first i value assign then i value  
        incremented  
        so, i =10 and j=9  
        */  
  
        int i=10;  
        int j=++i; // this is a preincrement first its increment i  
        than it assign to j  
        System.out.println("i value in preincrement:"+i);  
        System.out.println("j value in preincrement:"+j);  
  
        int i1=9;  
        int j1=i1++; // this is a postincrement first its assign  
        value to j1 then it increment i1  
        System.out.println("i1 value in postincrement:"+i1);  
        System.out.println("j1 value in postincrement:"+j1);  
  
        /*  
        decrement in java as two types:  
        1.pre decrement.  
        2.post decrement.  
  
        pre decrement means first we can decrement the value then  
        its assign to
```

```

        another variable
        int i=9;
        int j=--i; here first i value decrement by one and it will
assing to j so, i =8 and j=8

        post decrement means first it will assign value then it will
decrease the value
        int i=9;
        int j=i--; here first i value assign then i value decrement
so, i =9 and j=8
    */
    int i2=10;
    int j2=--i2; // this is a predecrement first its decrement i2
than it assign to j2
    System.out.println("i2 value in predecrement:"+i2);
    System.out.println("j2 value in predecrement:"+j2);

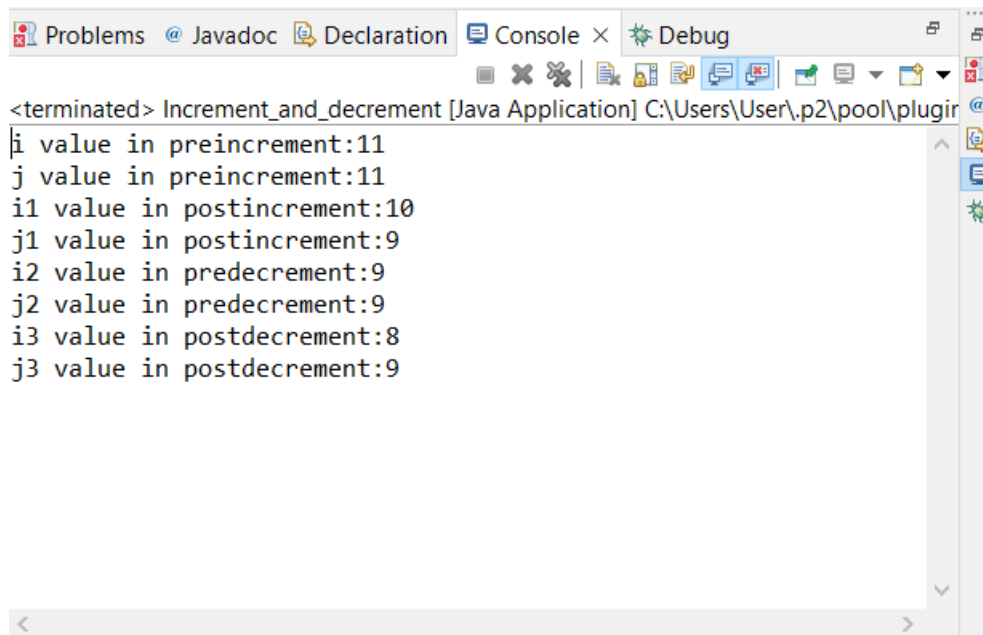
    int i3=9;
    int j3=i3--; // this is a postdecrement first its assign
value to j3 then its decrement i3
    System.out.println("i3 value in postdecrement:"+i3);
    System.out.println("j3 value in postdecrement:"+j3);

    }

}

```

## Output:



```

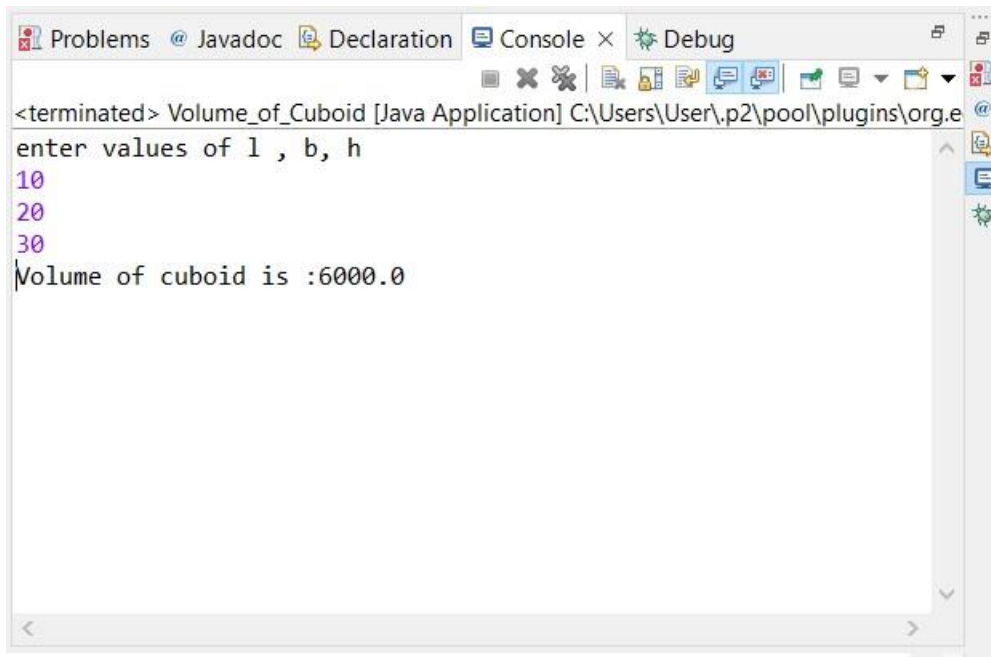
<terminated> Increment_and_decrement [Java Application] C:\Users\User\p2\pool\plugir
i value in preincrement:11
j value in preincrement:11
i1 value in postincrement:10
j1 value in postincrement:9
i2 value in predecrement:9
j2 value in predecrement:9
i3 value in postdecrement:8
j3 value in postdecrement:9

```

## Volume of cuboid:

```
public class Volume_of_Cuboid {  
  
    public static void main(String[] args) {  
  
        Scanner sc=new Scanner(System.in);  
        System.out.println("enter values of l , b, h");  
        int l=sc.nextInt();  
        int b=sc.nextInt();  
        int h=sc.nextInt();  
  
        double volume=l*b*h;  
        System.out.println("Volume of cuboid is :"+volume);  
    }  
}
```

## Output:



```
<terminated> Volume_of_Cuboid [Java Application] C:\Users\User\p2\pool\plugins\org.e  
enter values of l , b, h  
10  
20  
30  
Volume of cuboid is :6000.0
```

## Narrowing:

```
public class Narrowing {

    public static void main(String[] args) {

        // narrowing(downcasting) passing a high datatype into a low
        type datatype

        short s=1234;
        int i=12345;
        long l=12345678;
        char c='a';
        float f=1.2f;
        double d=12.3;

        /*****
        *****/

        // byte
        byte b=s;    // this will show a error because we cannot store
        short value in byte.

        Ex:
        /*
        b=i;
        b=l;        we cannot do like this
        b=c;
        b=f;
        b=d;    */

        b=(byte)s;    // this will work because we r downcasting the
        short to byte.
        b=(byte)i;
        b=(byte)l;
        b=(byte)c;
        b=(byte)f;
        b=(byte)d;

        /*****
        *****/

        // short

        // in short we can store byte values but we not store
        int,long,char,float,double, if u want to store for that we have to use
        downcasting.

        short s1=i;    // this will show a error because we cannot
        store int value in short.

        Ex:

        /*
        s1=l;        we cannot do like this but we can do
        s1=c;
```



```
s1=f;
s1=d;    /*
```

downcasting.

```
s1=(short)i;
s1=(short)l;    // this will work because we r
```

```
s1=(short)c;
s1=(short)f;
s1=(short)d;
```

```
/******
******/
```

```
// int
```

// in int we can store byte,short,char values but we cannot store long,float,double. if u want to store for that we have to use downcasting.

```
int i1=l;    // this will show a error because we
cannot store long value in int.
```

Ex:

```
/*                                we cannot do like this but we
can do
```

```
i1=f;
i1=d;
*/
```

downcasting.

```
i1=(int)l;
i1=(int)f;    // this will work because we r

i1=(int)d;
```

```
/******
******/
```

```
// long
```

// in long we can store byte,short,int,char but we cannot store float,double.we can store by using downcasting.

```
long l1=f; // this will show error because we cannot store
float value in long.
```

```
//      Ex:
//      l1=d;
```

```

l1=(long)f;
l1=(long)d;    //this will work because we r downcasting.

/*****
*****/

    // float

    // in float we can store byte,short,long,char,int but we cannot
store double values ,if we can store by using downcasting.

    float f1=d; // this will show error because we cannot store double
value in float

    f1=(float)d; // this work because we r downcasting.

/*****
*****/

    // double
    // in double we can store byte,short,int,long,float,char.

    double d1=b;
    double d2=s;
    double d3=i;    // we can store byte,short,int,long,char,float values
    double d4=l;
    double d5=c;
    double d6=f;

/*****
*****/

    // in boolean we cannot store any other primitive datatype values
    // it will store only boolean values like true,false.

/*****
*****/

    // char
    // in char we cannot store any values.

    char c1=(char)i;
    c1=(char)b;
    c1=(char)s;
    c1=(char)l;
    c1=(char)f;
    c1=(char)d;
}

}

```

## Widening:

```
public class Widening {

    public static void main(String[] args) {

        // type casting is converting one data type into a another
        data type
        /*
        widening(upcasting) is storing a lower datatype value into a
        higher type type
        it is also know as implicit conversion.
        */

        short s=1234;
        int i=12345;
        long l=12345678;
        char c='a';
        float f=1.2f;
        double d=12.3;

        /*****
        *****/

        // byte
        // byte can compactable only for byte values

        /*
        byte b=s;
        byte b=i;
        byte b=c;
        byte b=l;      this shows a compile time error
        */
        byte b=123;
        byte b1=b;    // byte can store only byte values

        /*****
        *****/

        // short
        // short can compactable only with byte,short

        /*
        short s1=i;
        short s1=c;
        short s1=l;    we cannot store
        int, long, char, float, double, boolean
        short s1=f;
        short s1=d;
        */
    }
}
```

```

short s1=b;
short s2=s1; // short can store only byte and short

/*****
*****/

// int
// int can compactable only with byte,short,int,char

/*
int i1=l;
int i1=f;    // we can not store long,float,double,boolean
int i1=d;
*/

int i1=b;
int i2=s;
int i3=c;    // we can store only byte,short,char,int
int i4=i;

/*****
*****/

// long
// long can compactable with byte,short,int,char

/*
long l1=f;
long l1=d;    // we cannot store float,double values and
boolean in long
*/

long l1=b;
long l2=s;
long l3=i;    // we can store byte,int,short,char
long l4=c;

/*****
*****/

// char
// in implicity we cannot store any thing in char except char

/*
char c1=b;
char c2=s;
char c3=i;    // we cannot store
byte,short,int,long,boolean
char c4=l;
char c5=f;
char c6=d;
*/

char c1=c; // we can store char
char c2=123; // we can assign direct int values to char

/*****
*****/

// float
// float can compactable with byte,short,int,long,char

```

```

// float f1=d; we cannot store double values and boolean values

float f1=b;
float f2=s;
float f3=i; // we can store byte,short,int,long,char values
float f4=l;
float f5=c;

/*****
*****/

// double
// double can compactable with byte,short,int,long,char,float

double d1=b;
double d2=s;
double d3=i; // we can store byte,short,int,long,char,float
values
double d4=l;
double d5=c;
double d6=f;
// we cannot store boolean value in double

/*****
*****/

// boolean
// boolean can compactable only with boolean datatypes

/*
boolean b2=b;
boolean b3=s;
boolean b4=i;
boolean b5=l; boolean cannot store any datatype values
boolean b6=c;
boolean b7=f;
boolean b8=d; */

boolean bb=true;
boolean bb1=bb;

}

}

```

## Quadratic expression:

```
package Task6;

import java.util.Scanner;

public class Quadratic_Expression {

    static void quadratic_expression(){

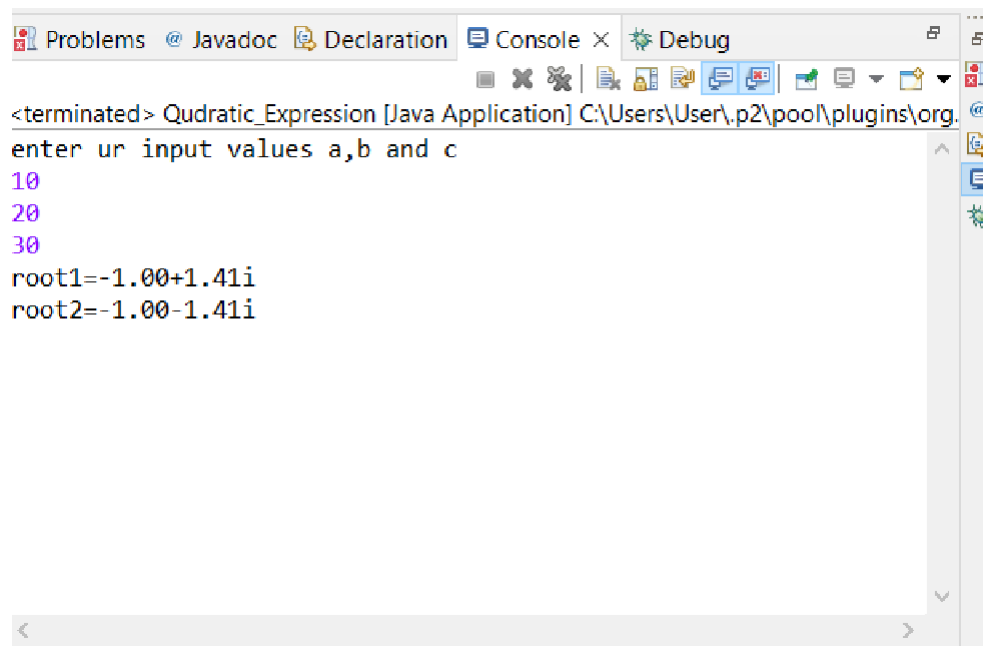
        Scanner sc=new Scanner(System.in);
        System.out.println("enter ur input values a,b and c");
        int a=sc.nextInt();
        int b=sc.nextInt();
        int c=sc.nextInt();
        double determinant=b*b-4*a*c;
        double root1 = 0,root2 = 0;
        //checking if determinant is greater than 0.
        if(determinant>0)
        {
            root1=(-b+Math.sqrt(determinant))/(2*a);
            root2=(-b+Math.sqrt(determinant))/(2*a);
            System.out.format("root1 =%.2f and root2=%.2f", root1,root2);
        }
        //checking if determinant is equal to 0
        else if(determinant==0)
        {
            root1=root2=-b/(2*a);
            System.out.format("root1=root2=%.2f",root1);
        }
        else
            //if determinant is less than 0.
        {
            //roots are complex number and distinct.
            double real=-b/(2*a);
            double imaginary=Math.sqrt(-determinant)/(2*a);
            System.out.format("root1=%.2f+%.2fi", real,imaginary);
            System.out.format("\nroot2=%.2f-%.2fi",real,imaginary);
        }

    }

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        quadratic_expression();
    }

}
```

## Output:



The screenshot shows an IDE's console window with the following content:

```
<terminated> Qudratic_Expression [Java Application] C:\Users\User\p2\pool\plugins\org.  
enter ur input values a,b and c  
10  
20  
30  
root1=-1.00+1.41i  
root2=-1.00-1.41i
```

The window has tabs for 'Problems', 'Javadoc', 'Declaration', 'Console', and 'Debug'. The 'Console' tab is active. The output text is color-coded: the first line is grey, the prompt is black, the inputs are purple, and the roots are black.