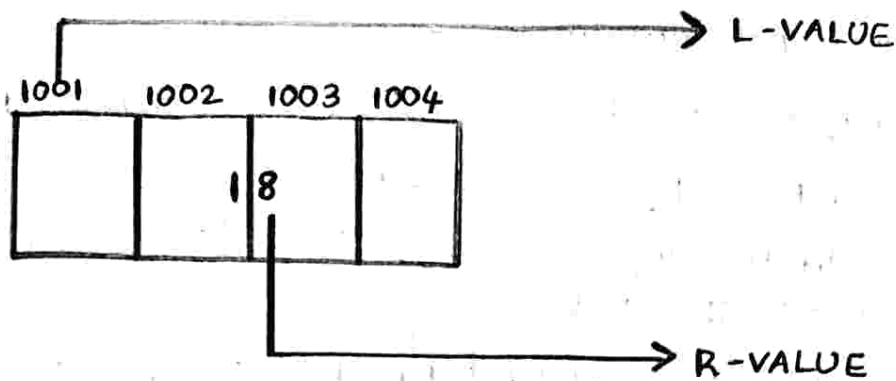


VARIABLE TYPE	KEYWORD	SIZE (IN BYTES)
character (signed)	char	1
character (unsigned)	unsigned char	1
integer (signed)	int	2
integer (unsigned)	unsigned int	2
Unsigned Long integer	unsigned long int	4
float (signed)	float	4
Long integer	long int	4
Double	double	8
Long double	long double	10
short integer	short int (short)	2

★ VARIABLES

- * Variables are names given to memory location.
- * Data stored within a variable depends upon the data type used to declare it.
- * A variable consists of :-
 1. Variable name - identifier given to memory location ^{that} can be used to store the data to perform certain operations or to store the result or the output.
 2. Memory address - variables are connected to memory locations in RAM. Base address of a variable is the starting address of allocated memory space and address is also called as L-value of a variable.
 3. Content - value stored in location is called content of the variable and it is also called R-value of the variable.



★ OPERATORS

- * operators are tokens used to perform different operations.
- * operands are the variables or constant involved in an operation.
Eg :- $a + b$
- * a and b are operands where $+$ is the operator
- * Based on the number of operands required for the operation operators are classified into 3.

1) Unary operators.

- * unary operator operates on a single operand.
- * Unary $+$ (positive) and unary $-$ (negative) are considered as unary operators.
- * This is used to represent sign of a number.

2) Binary operators

- * Binary operators operate on two operands.
Eg :- arithmetic operators, relational operators etc.

3) Ternary operators *important*

- * Ternary operator operates on 3 operands.

Eg :- conditional operators ($?:$)

Based on the operations operators are classified into.

1. Arithmetic operators :-

- * $+$ (add), $-$ (subtract), $*$ (multiplication), $/$ (division), $\%$ (modulus).
- * Modulus operator performs division operation and returns remainder as output. $/$ (division) operator performs division operation and returns quotient as output.

2. Relational operators :-

- * Relational operators are used for comparing numbers.
- * Relational operators are binary operators.
- * Operation using relational operators returns either true or false value.
- * True is represented by 1 and false is represented by 0.
- * Operators $<$ (less than), $>$ (greater than), $<=$ (less than or equal to), $>=$ (greater than or equal to), $=$ (equal to), $!=$ (not equal to).
- * $A == B$ returns true only when both the variables 'A' and 'B' has same value or else the comparison returns false value.
- * $A != B$ returns true when both the variables 'A' and 'B' have different values. When both 'A' and 'B' have same value the comparison returns false value.

3. Logical operators :-

- * Logical operators are used to combine two or more comparison.
- * Different logical operators includes.

1) Logical AND (&&) operator

- * When both the conditions returns true value the result will be true for all other condition it returns false value.

A	B	A && B
0	0	0
0	1	0
1	0	0
1	1	1

2) Logical OR (||) operator

- * This operator returns true value when any of the condition either A or B returns a true value.
- * This operator returns false value ^{only} when both A and B returns false value.

A	B	A B
0	0	0
0	1	1
1	0	1
1	1	1

3) Logical NOT (!)

- * This is a unary operation.
- * This operator negates the result of the relational expression.

A	!A
0	1
1	0

4. INPUT / OUTPUT OPERATORS

- * C++ uses $>>$ operator for input operation and this operator is called get from or extraction operator.
- * $<<$ operator is used for output operation and this operator is also called as put to or insertion operator.

5. ASSIGNMENT OPERATOR (=) equal to

- * This operator is used to store either a value to a variable or a value stored within a variable to another variable.
Eg: $a = b$, $a = 5$

6. ARITHMETIC ASSIGNMENT OPERATORS

- * $+=$, $-=$, $/=$, $*=$, $\%=$ are considered as assignment operators.
- * $a = a + 10$ can be written as $a += 10$ or $a = a / 10$ can be written as $a /= 10$ or $a = a - 10$ can be written as $a -= 10$.
- * This is also called as short hand form.

7. INCREMENT OPERATOR (++)

- * This operator is used to increment a integer variable by 1;
- * There are postfix increment and prefix increment.
- * In postfix increment variable comes first following the operator. Eg: $a++$; $a = a + 1$
- * In prefix increment operator comes first followed by the variable. Eg: $++a$;

8. DECREMENT OPERATOR (--)

- * This operator is used to decrement a integer variable by 1;
- * There are postfix decrement and prefix decrement.
- * In postfix decrement variable comes first following the operator. Eg: $a--$; $a = a - 1$
- * In prefix decrement operator comes first followed by the variable. Eg: $--a$;

Important

```
#include <iostream.h>
void main()
{
    int a = 6;
    cout << a++ << ++a;
    cout << a-- << --a;
}
```

OUTPUT

6886

★ CONDITIONAL OPERATOR (?:) important

- * This is ternary operator works over 3 operands.
- * Condition will be checked first using the ?: operator.
- * When the condition returns true the statement before the : will be executed. If the condition returns false the statement after the colon will be executed.

Eg: $x = m > 50 ? 'p' : 'f'$

- * If the condition $m > 50$ returns true value the variable 'x' will stored with the character 'p'. If the condition returns false the variable 'x' will be stored with the character 'f'.

Size of OPERATOR

- * This operator can be used to check the number of bytes allocated for a variable or a data type or a constant.
- * size of (int) ^{→ parameter/argument} returns 2 as result as the int data type allocates 2 bytes of memory.
- * size of (3.4) returns 4 as out put as the float data type will be allocated with 4 bytes of memory.

```
char a; char char a;  
size of (a);      size of (a);
```

- * The above code returns 1 as output as the variable is declared in char data type and char data type allocates 1 byte of memory.

★ PRECEDENCE OF OPERATORS

PRIORITY	OPERATIONS
1	() parenthesis
2	++, --, !, unary+, unary-, size of
3	*, /, %
4	+, -
5	<, <=, >, >=
6	==, !=

7	&& (logical AND)
8	(logical OR)
9	?: (conditional operator)
10	=, *=, /=, %=, +=, -=
11	, (comma)

★ EXPRESSIONS

* Expressions are mainly classified into

1. Arithmetic expressions.
2. Relational expressions.
3. Logical expressions.

1. Arithmetic expressions

* An expression that involves arithmetic operators is called arithmetic expression.

* Arithmetic expressions are further classified into

a) Integer expressions - Arithmetic expression that contain only integer operands is called integer expression.

Eg: $x+y$, where x and y are integers.

b) Floating point expression - Arithmetic expression that contain only floating point data is called floating point expression.

Eg: $x+y$, where x and y are floating point data.

2. Relational expressions

* The expression that contain relational operators is called relational expression.

Eg: $x > y$

3. Logical expressions

* Expression that contain logical operators are called logical operations.

Eg: $x >= y \ \&\& \ y <= z$