



Programming in C++

Operators in C++

Dr. Zeyad Safaa Younus Saffawi

Operators in C++

- **Operators** are special symbols used to **perform operations on variables and values**.

They are mainly divided into different types, such as:

- **Arithmetic Operators**
- **Relational Operators**
- **Logical Operators**
- **Bitwise Operators**
- **Assignment Operators**

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1. Arithmetic Operators are used to perform basic mathematical calculations like addition, subtraction, multiplication, and division.

Operator	Meaning	Example	Result
+	Addition	$x + y$	Sum of x and y
-	Subtraction	$x - y$	Difference between x and y
*	Multiplication	$x * y$	Product of x and y
/	Division	x / y	Quotient of x divided by y
%	Modulus	$x \% y$	Remainder of x divided by y
++	Increment by 1	$x++$ or $++x$	Increases value of x by 1
--	Decrement by 1	$x--$ or $--x$	Decreases value of x by 1

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- Difference Between Pre and Post Increment

Form	Description	Example
<code>++x</code>	Pre-increment: Increases <code>x</code> before using it in an expression	If <code>x=3</code> , then <code>y=++x</code> → <code>x=4, y=4</code>
<code>x++</code>	Post-increment: Uses <code>x</code> first, then increases it after	If <code>x=3</code> , then <code>y=x++</code> → <code>x=4, y=3</code>

- The same logic applies to `--x` (pre-decrement) and `x--` (post-decrement).

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Example: The program performs **basic arithmetic operations**. It demonstrates the difference between post-increment (x++) and pre-decrement (--y).

```
#include <iostream>
using namespace std;
int main()
{
    int x = 5, y = 2;
    cout << "Addition: " << x + y << endl;
    cout << "Subtraction: " << x - y << endl;
    cout << "Multiplication: " << x * y << endl;
    cout << "Division: " << x / y << endl;
    cout << "Remainder: " << x % y << endl;
    cout << "\n Post Increment (x++): " << x++ << endl; // Uses x= 5, then x becomes 6
    cout << "After increment, x = " << x << endl;
    cout << "Pre Decrement (--y): " << --y << endl; // Decreases y =1 before using it
    return 0;
}
```

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2. Relational Operators are used for decision making (The result is **Boolean**, true (1) or false(0)). For example, (**compare two values** (numbers, characters, or variables)).

Operator	Meaning	Example	Result
= =	Equal to	a = = b	True if a equals b
!=	Not equal to	a != b	True if a and b are different
<	Less than	a < b	True if a is smaller than b
< =	Less than or equal to	a <= b	True if a is smaller or equal to b
>	Greater than	a > b	True if a is larger than b
> =	Greater than or equal to	a >= b	True if a is larger or equal to b

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Example: Relational Operators

```
#include <iostream>
using namespace std;
int main ()
{
    int x = 15,    y = 6;
    int z;
    z = (x == y);           // 15 == 6 → false → 0
    cout << "x == y : " << z << endl;
    z = (x != y);          // 15 != 6 → true → 1
    cout << "x != y : " << z << endl;
    z = (x < y);           // 15 < 6 → false → 0
    cout << "x < y : " << z << endl;
    z = (x <= y);          // 15 <= 6 → false → 0
    cout << "x <= y : " << z << endl;
    z = (x > y);           // 15 > 6 → true → 1
    cout << "x > y : " << z << endl;
    z = (x >= y);          // 15 >= 6 → true → 1
    cout << "x >= y : " << z << endl;
    z = ('p' > 'b');       // character comparison using ASCII values → true → 1
    cout << "'p' > 'b' : " << z << endl;
    return 0;
}
```

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3. Logical Operators are used to **combine or reverse Boolean expressions**. They are mainly used in **decision-making statements** like if, while, etc.

Operator	Name	Action / Meaning
&&	AND	True if both conditions are true
	OR	True if any conditions are true
!	NOT	Reverses the boolean value (True → False, False → True)

Examples:

AND (&&)

```
int a = 5, b = 10;
if (a > 0 && b > 5) {
    cout << "Both conditions are true";
}
```

OR (||)

```
int a = 5, b = 2;
if (a > 0 || b > 5) {
    cout << "At least one condition is true";
}
```

NOT (!)

```
bool status = false;
if (!status) {
    cout << "Status is false";
}
```

• Notes:

- Use && when **all conditions** must be true.
- Use || when **any condition** can be true.
- Use ! to **reverse** a condition.

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4. Bitwise operators work on the **individual bits** (0s and 1s) of integers. They do operations **bit by bit**. They are mostly used in **low-level programming, hardware control, encryption, and performance optimization**.

A	B	A & B (AND)	A B (OR)	A ^ B (XOR)
0	0	0	0	0
0	1	0	1	1
1	0	0	1	1
1	1	1	1	0

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Bitwise operators

A	$\sim A$ (Not)
0	1
1	0

Operation	Bit Effect	Example
$A \ll 1$	Move bits left, fill with 0	00000110 \rightarrow 00001100
$A \gg 1$	Move bits right, fill depends on type	00000110 \rightarrow 00000011

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- Bitwise operators: example when $a = 6$ and $b = 3$
- $a = 6 \rightarrow$ binary: **00000110**
- $b = 3 \rightarrow$ binary: **00000011**

AND

```
00000110
& 00000011
-----
00000010 = 2
```

OR

```
00000110
| 00000011
-----
00000111 = 7
```

XOR

```
00000110
^ 00000011
-----
00000101 = 5
```

NOT

```
~ 00000110
= 11111001 (depends on sign & system)
```

Left Shift (<<)

```
00000110 << 1
= 00001100 = 12
```

Right Shift (>>)

```
00000110 >> 1
= 00000011 = 3
```

Operators in C++

- Bitwise operators: example

```
#include <iostream>
using namespace std;
int main()
{
    unsigned int a = 60; // 60 = 0011 1100
    unsigned int b = 13; // 13 = 0000 1101
    int c = 0;
    c = a & b;           // result is : 12 = 0000 1100
    cout << "Value of c is : " << c << endl ;
    c = a | b;          // result is : 61 = 0011 1101
    cout << "Value of c is: " << c << endl ;
    c = a ^ b;          // result is : 49 = 0011 0001
    cout << "Value of c is: " << c << endl ;
    c = ~a;             // result is : -61 = 1100 0011
    cout << "Value of c is: " << c << endl ;
    c = a << 2;         // result is : 240 = 1111 0000
    cout << "Value of c is: " << c << endl ;
    c = a >> 2;         // result is : 15 = 0000 1111
    cout << "Value of c is: " <<c << endl ;
    return 0;
}
```

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5. Assignment Operators are **short forms** that combine an **arithmetic operation** with an **assignment (=)** in one step.

- The **assignment operator (=)** is used to **assign a value or the result of an expression** to a variable.
- It copies the value on the **right-hand side (RHS)** into the variable on the **left-hand side (LHS)**. For example: `int x = 7;` // 'x' is initialized with 7
- Instead of writing both separately (like `x = x + 5`), you can write it more simply (`x += 5`).

Operator	Long Form (Full Expression)	Short Form (Compound)	Description
<code>+=</code>	<code>num1 = num1 + 5</code>	<code>num1 += 5</code>	Adds 5 to num1
<code>-=</code>	<code>count = count - 3</code>	<code>count -= 3</code>	Subtracts 3 from count
<code>*=</code>	<code>price = price * 2</code>	<code>price *= 2</code>	Multiplies price by 2
<code>/=</code>	<code>total = total / 4</code>	<code>total /= 4</code>	Divides total by 4
<code>%=</code>	<code>remainder = remainder % 3</code>	<code>remainder %= 3</code>	Stores the remainder of remainder / 3

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- Example of Compound Assignment Operators

```
#include <iostream>
using namespace std;
int main()
{
    int num1 = 10, count = 25, price = 6, total = 40, remainder = 14;
    num1 += 5;           // num1 = num1 + 5 → num1 = 15
    count -= 3;         // count = count - 3 → count = 22
    price *= 2;         // price = price * 2 → price = 12
    total /= 4;         // total = total / 4 → total = 10
    remainder %= 3;     // remainder = remainder % 3 → remainder = 14 % 3 = 2
    cout << "After + = , num1 = " << num1 << endl;
    cout << "After - = , count = " << count << endl;
    cout << "After * = , price = " << price << endl;
    cout << "After / = , total = " << total << endl;
    cout << "After % = , remainder = " << remainder << endl;
    return 0;
}
```

Operators in C++

- **Precedence of Operators in C++** determines the **order in which operations are performed** in an expression. Operators with **higher precedence** are evaluated first.

Priority	Operator	Example	Explanation / Result
1	()	int a = (2 + 3) * 4;	Parentheses evaluated first → (2+3)=5 → 5*4=20
2	!, ++, -- (prefix)	int b = 5; int c = ++b;	++b increments before use → b=6, c=6
3	*, /, %	int d = 10 * 2 / 5;	Multiplication/division/modulus → 10*2=20, 20/5=4
4	+, -	int e = 5 + 3 - 2;	Addition and subtraction → 5+3=8, 8-2=6
5	<, <=, >, >=	bool f = 10 > 5;	Comparison → true (1)
6	==, !=	bool g = (a == b);	Equality/Inequality → false (0)
7	&	bitwise and y=a & b	0&0→0 0&1→0 1&0→0 1&1→1
8	^	bitwise xor y=a ^ b	0^0→0 0^1→1 1^0→1 1^1→0
9		bitwise or y a b	0 0→0 0 1→1 1 0→1 1 1→1
10	&&	bool h = (a > b) && (b < c);	Logical AND → true if both true
11		bool h = (a > b) (b < c);	Logical OR → true if any true
12	?:	int j = (a > b) ? a : b;	Ternary operator → chooses value based on condition
13	+=, -=, *=, /=, =	a += 5;	Assignment operators evaluated after arithmetic
14	++, -- (postfix)	int k = b++;	Post-increment → use value first, then increment → k=6, b=7

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- Examples of Operators Precedence

```
int p = 5, q = 3, r;
```

```
r = (p + q) * 2; // Parentheses first: (5+3)=8 → 8*2=16
```

```
int s = 4;
```

```
int t = ++ s; // Prefix increment: s=5, t=5
```

```
int u = 10, v = 2;
```

```
int w = u * v / 5; // Multiplication/Division first: 10*2=20, then 20/5=4
```

```
bool check = (p > q) && (q < r); // Logical AND: true && true → true
```

```
bool status = (p == q) || (r > s); // Logical OR: false || true → true
```

Operators in C++

- **Comparison and Logical Operators**

```
int m = 7, n = 10, result;  
result = (m > n) && (n > 5);           // 0 && 1 → 0  
cout << result << endl;               // Output: 0  
  
result = (m < n) || (n < 5);           // 1 || 0 → 1  
cout << result << endl;               // Output: 1  
  
result = !(m == n);                    // !(0) → 1  
cout << result << endl;               // Output: 1
```

References

- Gaddis, T. (2014). *Starting out with C++: From control structures through objects* (8th ed.). Pearson.
- Soulié, J. (2007, April 24). C++ language tutorial. cplusplus.com.
- Tutorials Point. (n.d.). *Learn C++ programming language*. Tutorials Point.