

Assignments – Operators in C

- 1. W.A.P. to show addition, subtraction, difference and modulus operation by taking 2 numbers from the user.**
- 2. W.A.P. to show increment and decrement operation. Take 2 integers (a,b) and 2 float (c,d) numbers from the user. (Increment a and c, decrement b and d).**
- 3. W.A.P. to show assignment operators ($+=$, $-=$, $*=$, $/=$, $\%=$) by taking an input from the user.**
- 4. W.A.P. to show relational operators ($=>$, $<$, $!>=$, $<=$) by taking inputs from the user.**
- 5. W.A.P. to show logical operators by taking inputs from the user.**
- 6. W.A.P. to show BITWISE Operators by taking 2 inputs from the user.**
- 7. W.A.P. to show SHIFT Operators.**

Example 1: Arithmetic Operators

```
// Working of arithmetic operators

#include <stdio.h>
int main()
{
    int a = 9,b = 4, c;
    c = a+b;
    printf("a+b = %d \n",c);
    c = a-b;
    printf("a-b = %d \n",c);
    c = a*b;
    printf("a*b = %d \n",c);
    c = a/b;
    printf("a/b = %d \n",c);
    c = a%b;
    printf("Remainder when a divided by b = %d \n",c);
    return 0;
}
```

Example 2: Increment and Decrement Operators

```
// Working of increment and decrement operators
```

```
#include <stdio.h>
int main()
{
    int a = 10, b = 100;
    float c = 10.5, d = 100.5;
    printf("++a = %d \n", ++a);
    printf("--b = %d \n", --b);
    printf("++c = %f \n", ++c);
    printf("--d = %f \n", --d);
    return 0;
}
```

Example 3: Assignment Operators

```
// Working of assignment operators
```

```
#include <stdio.h>
int main()
{
    int a = 5, c;
    c = a; // c is 5
    printf("c = %d\n", c);
    c += a; // c is 10
    printf("c = %d\n", c);
    c -= a; // c is 5
    printf("c = %d\n", c);
    c *= a; // c is 25
    printf("c = %d\n", c);
    c /= a; // c is 5
    printf("c = %d\n", c);
    c %= a; // c = 0
    printf("c = %d\n", c);
    return 0;
}
```

Example 4: Relational Operators

```
// Working of relational operators

#include <stdio.h>

int main()
{
    int a = 5, b = 5, c = 10;

    printf("%d == %d is %d \n", a, b, a == b);
    printf("%d == %d is %d \n", a, c, a == c);
    printf("%d > %d is %d \n", a, b, a > b);
    printf("%d > %d is %d \n", a, c, a > c);
    printf("%d < %d is %d \n", a, b, a < b);
    printf("%d < %d is %d \n", a, c, a < c);
    printf("%d != %d is %d \n", a, b, a != b);
    printf("%d != %d is %d \n", a, c, a != c);
    printf("%d >= %d is %d \n", a, b, a >= b);
    printf("%d >= %d is %d \n", a, c, a >= c);
    printf("%d <= %d is %d \n", a, b, a <= b);
    printf("%d <= %d is %d \n", a, c, a <= c);

    return 0;
}
```

Example 5: Logical Operators

```
// Working of logical operators
```

```
#include <stdio.h>

int main()
{
    int a = 5, b = 5, c = 10, result;

    result = (a == b) && (c > b);
    printf("(a == b) && (c > b) is %d \n", result);

    result = (a == b) && (c < b);
    printf("(a == b) && (c < b) is %d \n", result);

    result = (a == b) || (c < b);
    printf("(a == b) || (c < b) is %d \n", result);

    result = (a != b) || (c < b);
    printf("(a != b) || (c < b) is %d \n", result);

    result = !(a != b);
    printf("!(a != b) is %d \n", result);

    result = !(a == b);
    printf("!(a == b) is %d \n", result);

    return 0;
}
```

Example 6: Bitwise AND

```
#include <stdio.h>
```

```
int main()
{
    int a = 12, b = 25;
    printf("Output = %d", a&b);
    return 0;
}
```

Example 7: Bitwise OR

```
#include <stdio.h>
int main()
{
    int a = 12, b = 25;
    printf("Output = %d", a|b);
    return 0;
}
```

Example 8: Bitwise XOR

```
#include <stdio.h>
int main()
{
    int a = 12, b = 25;
    printf("Output = %d", a^b);
    return 0;
}
```

Example 9: Bitwise Complement

```
#include <stdio.h>
```

```
int main()
{
    printf("Output = %d\n", ~35);
    printf("Output = %d\n", ~-12);
    return 0;
}
```

Example 10: Shift Operators

```
#include <stdio.h>

int main()
{
    int num=212, i;
    for (i=0; i<=2; ++i)
        printf("Right shift by %d: %d\n", i, num>>i);
    printf("\n");
    for (i=0; i<=2; ++i)
        printf("Left shift by %d: %d\n", i, num<<i);
    return 0;
}
```

END
