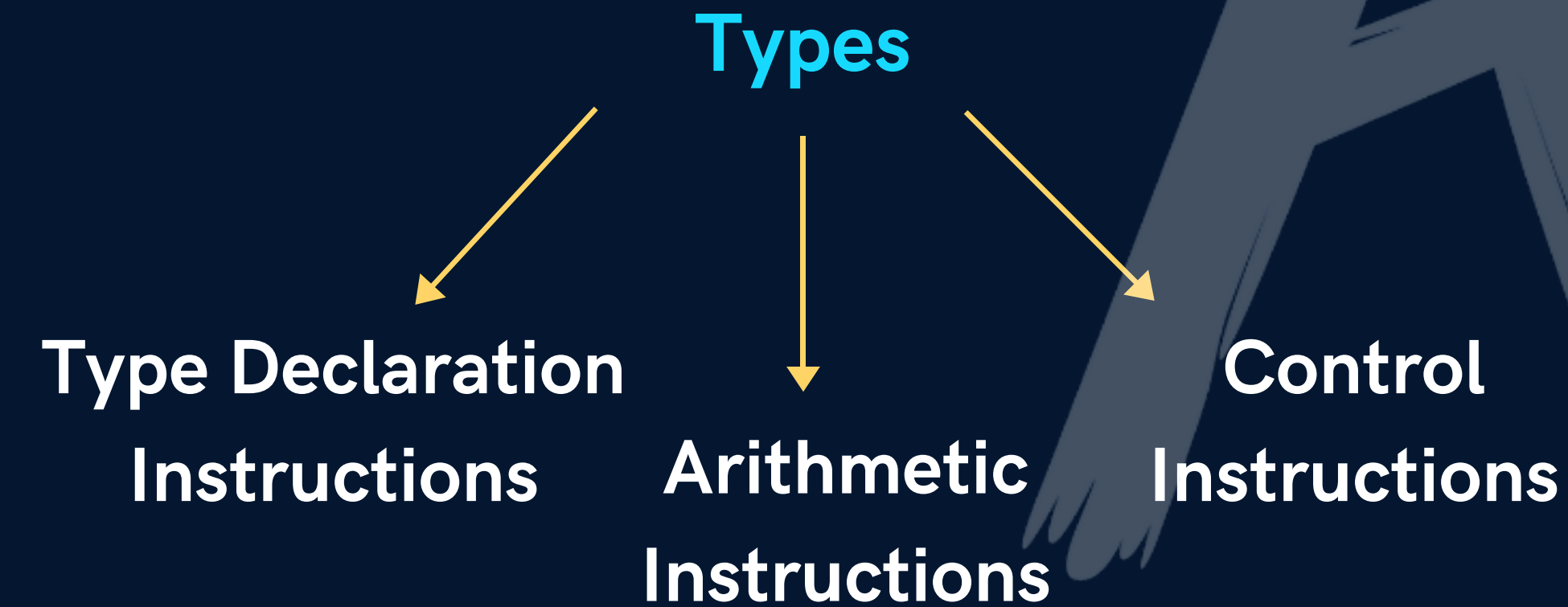


# Instructions

These are statements in a Program



# Instructions

Type Declaration Instructions → Declare var before using it

**VALID**

```
int a = 22;  
int b = a;  
int c = b + 1;  
int d = 1, e;
```

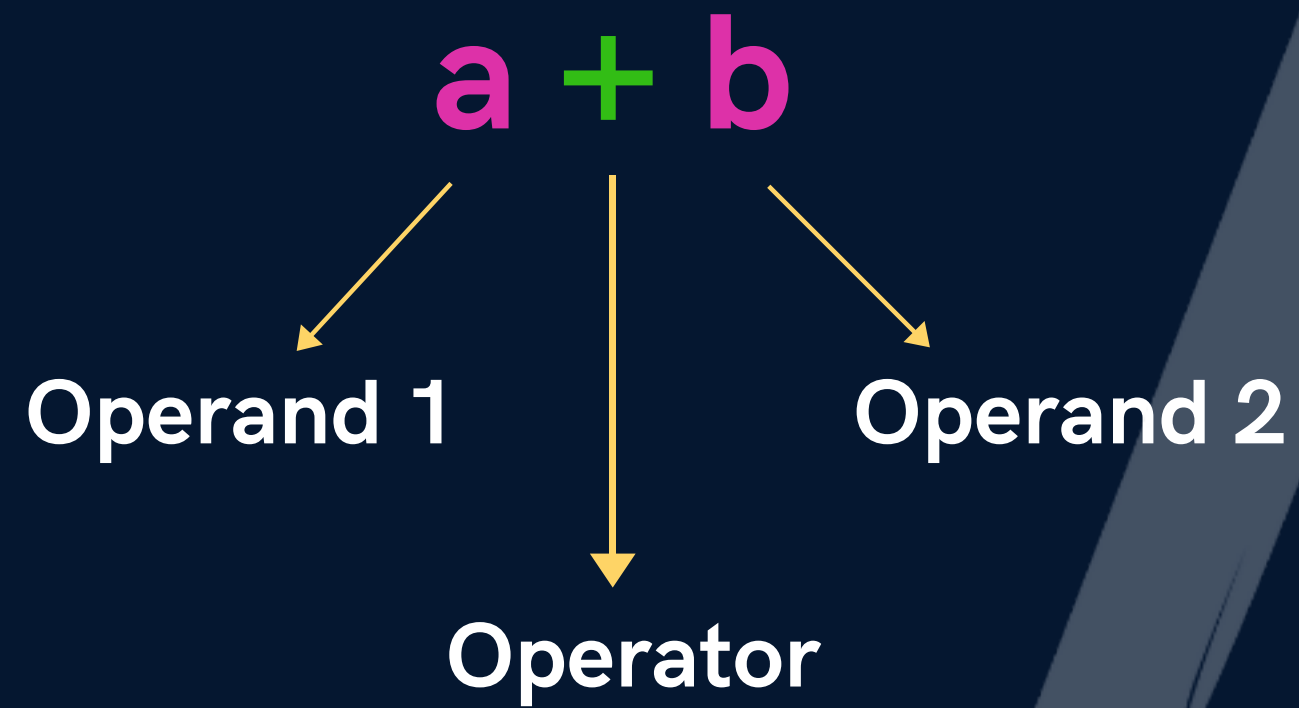
```
int a,b,c;  
a = b = c = 1;
```

**INVALID**

```
int a = 22;  
int b = a;  
int c = b + 2;  
int d = 2, e;
```

```
int a,b,c = 1;
```

# Arithmetic Instructions



**NOTE - single variable on the LHS**

# Arithmetic Instructions

**VALID**

$$a = b + c$$

$$a = b * c$$

$$a = b / c$$

**INVALID**

$$b + c = a$$

$$a = bc$$

$$a = b^c$$

**NOTE - pow(x,y) for x to the power y**

# Arithmetic Instructions

## ★ Modular Operator %

Returns remainder for int

$$3 \% 2 = 1$$

$$-3 \% 2 = -1$$



# Arithmetic Instructions

## Type Conversion

int op int → int

int op float → float

float op float → float



# Arithmetic Instructions

## Operator Precedence

$*, /, \%$



$+, -$



$=$

$x = 4 + 9 * 10$

$x = 4 * 3 / 6 * 2$

# Arithmetic Instructions

Associativity (for same precedence)

Left to Right

$$x = 4 * 3 / 6 * 2$$





# Instructions

## Control Instructions

Used to determine flow of program

a. Sequence Control

b. Decision Control

c. Loop Control

d. Case Control



# Operators

a. Arithmetic Operators

b. Relational Operators

c. Logical Operators

d. Bitwise Operators

e. Assignment Operators

f. Ternary Operator



# Operators

## Relational Operators

==

>, >=

<, <=

!=



# Operators

## Logical Operators

**&& AND**

**|| OR**

**! NOT**



# Operator Precedence

Priority

Operator

1

!

2

\*, /, %

3

+, -

4

<, <=, >, >=

5

==, !=

6

&&

7

||

8

=

# Operators

## Assignment Operators

=

+=

-=

\*=

/=

%=

