

Operators in Java

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What are Operators?

- An operator is a symbol that tells the compiler to perform specific mathematical or logical manipulations
- Java has rich set of built-in operators

Types of Operators

- Arithmetical operators
- Relational operators
- Logical operators
- Assignment operators
- Conditional operators
- instanceof operator
- dot operator

Arithmetic operators

- Arithmetical operators are: +, -, *, /, and %
- They are used to performs an arithmetic (numeric) operations
- You can use the operators +, -, *, /, and % with both integral and floating-point data values

Arithmetic operators

Operator	Meaning	Variables	Integer Arithmetic	Float Arithmetic	Mixed mode Arithmetic
+	Addition	$a + b$	$10 + 5$	$10.0 + 5.0$	$10.0 + 5$
-	Subtraction	$a - b$	$10 - 5$	$10.0 - 5.0$	$10.0 - 5$
*	Multiplication	$a * b$	$10 * 5$	$10.0 * 5.0$	$10.0 * 5$
/	Division	a / b	$10 / 5$	$10.0 / 5.0$	$10.0 / 5$
%	Modulus (Remainder)	$a \% b$	$10 \% 5$	$10.0 \% 5.0$	$10.0 \% 5$

Relational operators

- The relational operators are used to compare two values
- All relational operators are binary operators and therefore require two operands
- A relational expression returns zero when the relation is false and a non-zero when it is true

Relational operators

Operator	Meaning	Variables	Comparing Integers	Comparing Float	Mixed Mode
<	Less than	$a < b$	$10 < 5$	$10.0 < 5.0$	$10.0 < 5$
<=	Less than or Equal to	$a <= b$	$10 <= 5$	$10.0 <= 5.0$	$10.0 <= 5$
>	Greater than	$a > b$	$10 > 5$	$10.0 > 5.0$	$10.0 > 5$
>=	Greater than or Equal to	$a >= b$	$10 >= 5$	$10.0 >= 5.0$	$10.0 >= 5$
==	Equal to	$a == b$	$10 == 5$	$10.0 == 5.0$	$10.0 == 5$
!=	Not Equal to	$a != b$	$10 != 5$	$10.0 != 5.0$	$10.0 != 5$

Logical operators

Operator	Meaning	Variables
&&	Logical AND	a > b && a > c
	Logical OR	n < 10 n > 50
!	Logical NOT	!a

Expression1	Expression 2	&& Result	Result
True	True	True	True
True	False	False	True
False	True	False	True
False	False	False	False

Assignment operator

- The assignment operator '=' is used for assigning a variable to a value
- This operator takes the expression on its RHS and places it into the variable on its LHS
- Variable = Expression;
- $c = a + b;$

Shorthand Assignment Operators

Operator	Example	Equivalent to
<code>+=</code>	<code>A += 2</code>	<code>A = A + 2</code>
<code>-=</code>	<code>A -= 2</code>	<code>A = A - 2</code>
<code>%=</code>	<code>A %= 2</code>	<code>A = A % 2</code>
<code>/=</code>	<code>A /= 2</code>	<code>A = A / 2</code>
<code>*=</code>	<code>A *= 2</code>	<code>A = A * 2</code>

Increment and Decrement Operators

- Java provides two special operators: '++' and '--' for incrementing and decrementing the value of a variable by 1
- The increment/ decrement operator cannot be used with constant
- Increment and decrement operators are classified as pre-increment and post-increment

Increment and Decrement Operators

- The syntax of the increment operator is:
 - Pre-increment: ++variable
 - Post-increment: variable++
- The syntax of the decrement operator is:
 - Pre-decrement: —variable
 - Post-decrement: variable—

Increment and Decrement Operators

- In Prefix form first variable is first incremented/ decremented, then evaluated
- In Postfix form first variable is first evaluated, then incremented / decremented.

- **++a**
- **a++**

Conditional operator

- The conditional operator ?: is called ternary operator as it requires three operands.
- The format of the conditional operator is :
`Conditional_ expression ? expression1 : expression2;`
- If the value of conditional expression is true then the expression1 is evaluated, otherwise expression2 is evaluated.

Conditional operator

```
int a = 5;
```

```
int b = 6;
```

```
big = (a > b) ? a : b;
```

- The condition evaluates to false, therefore big gets the value from b and it becomes 6.

Bitwise Operators

Operator	Meaning
&	Bitwise AND
	Bitwise OR
^	Bitwise X-OR
~	Bitwise Complement
<<	Bitwise Shift Left
>>	Bitwise Shift Right
>>>	Bitwise Shift Right with Zero fill

The instanceof operator

- It is an Object reference operator

Person instanceof Student

The dot operator

- It is used to access the instance variable or method of an object

Person.age

Person.salary()

Expression Evaluation

$$a = 9;$$

$$b = 12;$$

$$c = 3;$$

$$x = a - b / 3 + c * 2 - 1;$$

$$x = 9 - 12 / 3 + 3 * 2 - 1;$$

$$= 9 - 4 + 3 * 2 - 1;$$

$$= 9 - 4 + 6 - 1;$$

$$= 5 + 6 - 1;$$

$$= 11 - 1;$$

$$= 10$$

Expression Evaluation

$$\begin{aligned}y &= 9 - 12 / (3 + 3) * (2 - 1); \\ &= 9 - 12 / 6 * (2 - 1); \\ &= 9 - 12 / 6 * 1; \\ &= 9 - 2 * 1; \\ &= 9 - 2; \\ &= 7\end{aligned}$$

Type Conversion

- **Automatic**

If expression contains different type of operands, lower type is converted to higher type automatically.

Result is converted to the type of operand available in LHS. But,

- float to int truncates the fractional parts
- double to float rounds digits
- long to int drops the excess higher order bits

- **Typcasting**

(type) Expression;

Operator Precedence

Operator	Associativity	Rank
. () []	Left to Right	1
- ++ -- ! ~ (type)	Right to Left	2

Operator Precedence

* / %	Left to Right	3
+ -	Left to Right	4
<< >> >>>	Left to Right	5
< <= > >= instanceof	Left to Right	6

Operator Precedence

==	Left to Right	7
!=		
&	Left to Right	8
^	Left to Right	9
	Left to Right	10
&&	Left to Right	11
	Left to Right	12
?:	Right to Left	13
=	Right to Left	14
Op=		

Mathematical Functions

<code>sin()</code> <code>cos()</code> <code>tan()</code>	<code>asin()</code> <code>acos()</code> <code>atan()</code>	<code>pow(x,y)</code> <code>exp(x)</code> <code>log()</code>
<code>sqrt()</code> <code>ceil()</code> <code>floor()</code>	<code>round()</code> <code>abs()</code>	<code>max(a,b)</code> <code>min(a,b)</code>

Thank you