Basis and Practice in Programming week4

Substitution and arithmetic operator

Operator	Example	Meaning
=	a=20	Assign the value to variable a
+	a=4+3	Addition
_	a=4-3	Subtraction
*	a=4*3	Multiply
/	a=4/3	Division
%	a=4%3	Remainder

Increment and decrement operator

Operator	Example	Meaning
++a	printf("%d", ++a)	Increase first, operate later
a++	printf("%d", a++)	Operate first, increase later
b	printf("%d",a)	Decrease first, operate later
b	printf("%d", a)	Operate first, decrease later

Increment and decrement operator

```
/* week 3 practice 1 */
#include <stdio.h>
int main(void)
          int val1=10;
          int val2=10;
          printf("Operate first, increase later: %d \n", val1++);
          printf("Print again : %d ₩n₩n", val1);
          printf("Increase first, operate later : %d ₩n", ++val2);
          printf(" Print again : %d ₩n", val2);
          return 0;
```

Increment and decrement operator

```
/* week 3 practice 3 */
#include <stdio.h>

int main(void)
{
    int val1=10;
    int val2=(--val1)+2;

    printf("val1 : %d ₩n", val1);
    printf("val2 : %d ₩n", val2);

    return 0;
}
```

- Association operators
 - Represents association between two operands
 - Returns true(1) or false(0)

Operator	Example	Meaning
<	a <b< td=""><td>Is a less than b?</td></b<>	Is a less than b?
>	a>b	Is a larger than b?
==	a==b	Is a equal to b?
!=	a!=b	Is a not equal to b?
<=	a<=b	Is a less than or equal to b?
>=	a>=b	Is a larger than or equal to b?

Association operators

```
/* week 3 practice 4 */
#include <stdio.h>
int main(void)
           int val1=10;
           int val2=12;
           int result1, result2, result3;
           result1=(val1==val2);
           result2=(val1<=val2);
           result3=(val1>val2);
            printf("result1: %d \n", result1);
            printf("result2: %d \n", result2);
           printf("result3 : %d ₩n", result3);
           return 0;
```

- Logic operators
 - Represents and, or, not
 - Returns true(1) or false(0)

Operator	Example	Meaning
&&	a&&b	Returns true(1) when both a and b is true
II	allb	Returns true(1) when either a or b is true (also true when both a and b are true)
!	!a	Returns false when a is true and vice versa

Logic operators

```
/* week 3 practice 5 */
#include <stdio.h>
int main(void)
           int val1=10;
           int val2=12;
           int result1, result2, result3;
           result1=(val1==10 && val2==12);
           result2=(val1<12 || val2>12);
           result3=(!val1);
           printf("result1: %d \n", result1);
           printf("result2: %d \n", result2);
           printf("result3: %d \n", result3);
           return 0;
```

Bit manipulation operators

Operator	Example	Meaning
&	a&b	Binary AND Operator copies a bit to the result if it exists in both operands.
1	alb	Binary OR Operator copies a bit if it exists in either operand.
^	a^b	Binary XOR Operator copies the bit if it is set in one operand but not both.
~	~a	Binary Ones Complement Operator is unary and has the effect of 'flipping' bits.
<<	a<<2	Binary Left Shift Operator. The left operands value is moved left by the number of bits specified by the right operand.
>>	a>>2	Binary Right Shift Operator. The left operands value is moved right by the number of bits specified by the right operand.

- Bit manipulation operators
 - Example: and operator

Operand A	Operand B	Result
0	0	0
0	1	0
1	0	0
1	1	1

A: 0000 0101 B: 0000 0100 Result: 0000 0100

- Bit manipulation operators
 - Example: or operator

Operand A	Operand B	Result
0	0	0
0	1	1
1	0	1
1	1	1

A: 0000 0101 B: 0000 0100 Result: 0000 0101

- Bit manipulation operators
 - Example: xor operator

Operand A	Operand B	Result
0	0	0
0	1	1
1	0	1
1	1	0

A: 0000 0101 B: 0000 0100 Result: 0000 0001

- Bit manipulation operators
 - Example: binary one's complement operator

Operand A	Result
0	1
1	0

A: 0000 0101 Result: 1111 1010

- Bit manipulation operators
 - Example: shift operator

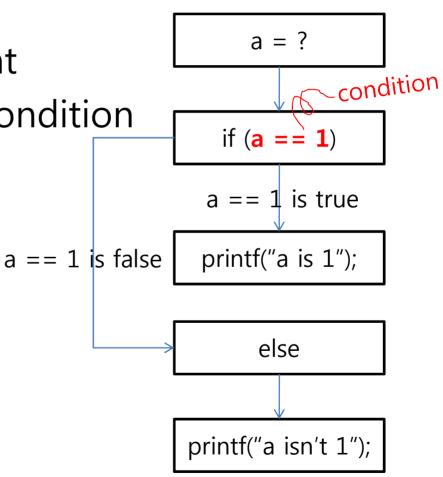
```
int a = 5;
a = a << 1;
```

A: 0000 0101

Result: 0000 1010

If Statement (1/2)

- If-else statement
 - Control flow statement
 - Controlled by given condition



If Statement (2/2)

• If statement (continued)

```
/* practice 5 : if statement exercise*/
#include <stdio.h>
int main(void)
   int a;
   scanf("%d", &a);
   if (a > 10) {
      printf("a is bigger than 10₩n"); // condition is true
   } else {
      printf("a is smaller than 10₩n"); // condition is false
   return 0;
```

Exercise 1

- Letter changer
 - Enter one character (only Alphabet can be input)
 - Translate small letter to capital letter
 - Translate capital letter to small letter
 - Print translated letter as output
 - Must use if-statement

