

SPM 2102

PROGRAMMING LANGUAGE 1

Introduction to C++ - Part 2

(Operators)

By

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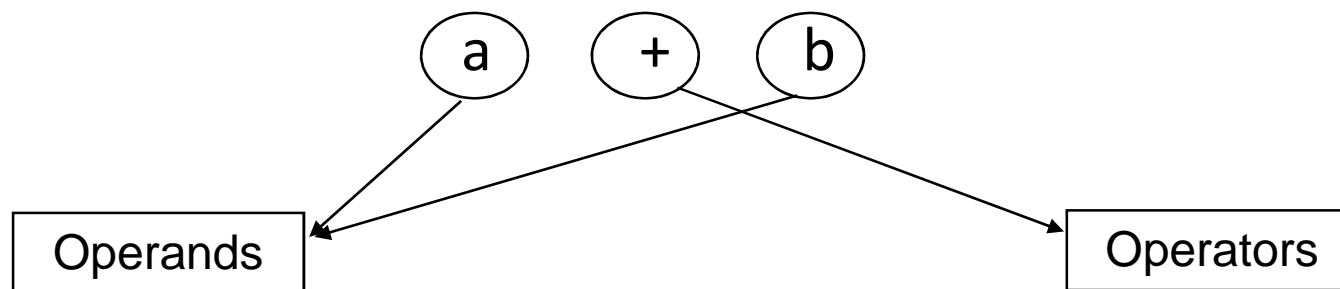


Topics

- Arithmetic operators
- Comparison operators
- Logical operators

Introduction of expression

- An expression is a sequence of operands and operators that reduce to a single value.
- Example:



Introduction of expression

- C++ involves a few type of operators in creating expression:
 - Input/Output (eg : `cout<< | cin>>`)
 - Arithmetic (eg : `+, -, *, /, %`)
 - Increment & decrement (`++ , --`)
 - Comparison (`< , ≤ , > , ≥ , ==`)
 - Logical

Arithmetic Operators

- What it arithmetic operators?
 - Mathematics basic operators
- Why we need it?
 - Program can perform mathematical calculation


Addition

```
#include <iostream.h>
#include <conio.h>
void main()
{
    float no1, no2, jum;

    cout<<"**ATURCARA PENAMBAHAN DUA INTEGER**\n";
    cout<<"Masukkan nombor pertama: ";
    cin>>no1;
    cout<<"Masukkan nombor kedua: ";
    cin>>no2;

    jum = no1 + no2;

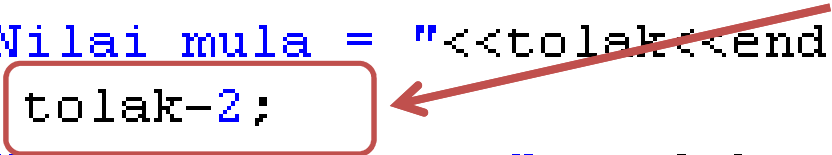
    cout<<"Hasil tambah dua nombor anda ialah: "<<jum;
    cout<<"\nTekan mana-mana kekunci untuk teruskan...";
    getch();
}
```



Subtraction

```
#include <iostream.h>
#include <conio.h>
void main()
{
    int tolak;

    tolak = 12;
    cout<<"Nilai mula = "<<tolak<<endl;
    tolak = tolak-2;
    cout<<"Nilai kedua    = "<<tolak<<endl;
    tolak = tolak-2;
    cout<<"Nilai ketiga    = "<<tolak<<endl;
    tolak = tolak-2;
    cout<<"Nilai keempat    = "<<tolak<<endl;
    getch();
}
```

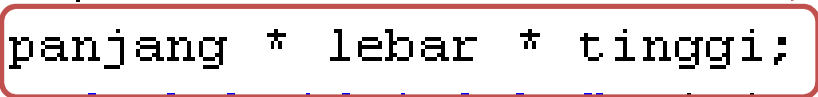


Multiplication

```
#include <iostream.h>
#include <conio.h>
void main()
{
    float panjang, lebar, tinggi, isipadu;

    panjang = 4.5;
    lebar = 3.0;
    tinggi = 2.5;
    isipadu = panjang * lebar * tinggi;
    cout<<"Isipadu kuboid ialah "<<isipadu;

    getch();
}
```




Division

```
#include <iostream.h>
#include <conio.h>
void main()
{
    float a=6, b=3, jumlah;
    float purata;

    jumlah = a + b;
    purata = jumlah/2;
    cout<<"Purata ialah "<<purata<<endl;

    getch();
}
```



Modulus

```
#include <iostream.h>
#include <conio.h>

void main()
{
    int no1, no2, bahagi, modulus;

    cout<<"ATURCARA PENGGUNAAN MODULUS";
    cout<<"\n\n\tMasukkan nombor pertama: ";
    cin>>no1;
    cout<<"Masukkan nombor kedua: ";
    cin>>no2;
    bahagi = no1 / no2;
    modulus = no1 % no2;
    cout<<"Hasil bahagi dua nombor anda ialah "<<bahagi;
    cout<<"Baki hasil bahagi tersebut ialah "<<modulus;
    cout<<"\nTekan mana-mana kekunci untuk teruskan.";
    getch();
}
```

Arithmetic: Increment

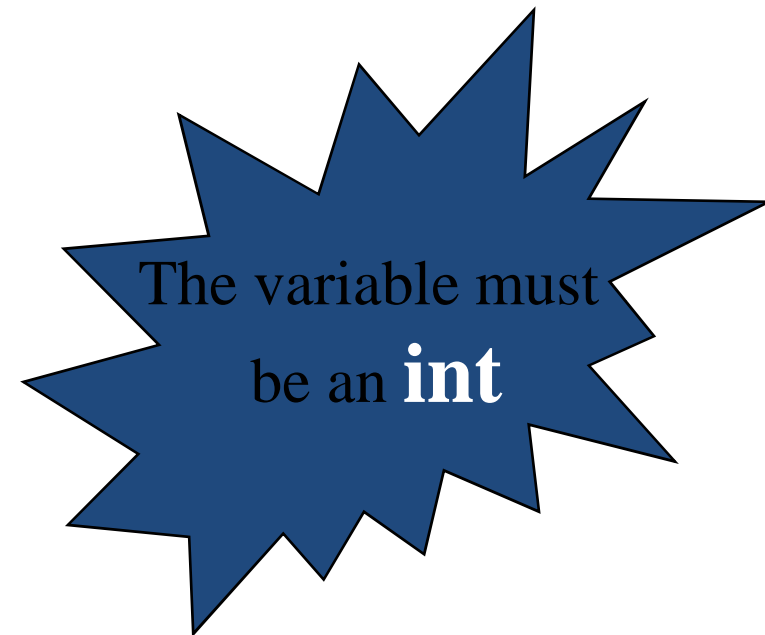
- Unary increment operator: ++
- $x = x + 1$; can be written as :
 - ++x; “pre-increment operator”
 - x++; “post-increment operator”
- $y = ++x$; is equivalent to
 - $x = x + 1$;
 $y = x$;
- $y = x++$; is equivalent to
 - $y = x$;
 $x = x + 1$;



The variable must
be an **int**

Arithmetic: Decrement

- Unary decrement operator: `--`
- `x = x - 1;` can be written as :
 - `--x;` “pre-decrement operator”
 - `x--;` “post-decrement operator”
- `y = --x;` is equivalent to
 - `x = x - 1 ;`
`y = x;`
- `y = x--;` is equivalent to
 - `y = x;`
`x = x - 1;`



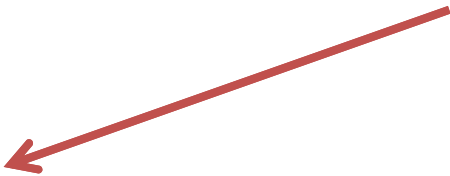
Comparison Operators

- What are comparison operators?
 - Operators used in decision making.
- Why do we need them?
 - For logical structures (e.g. If, if-else etc)
- Conditions in if structures can be formed by using comparison operators.

Comparison Operators

<i>Operator</i>	<i>Meaning</i>
<code>==</code>	Equality; true if the left-hand argument has the same value as the right
<code>!=</code>	Inequality; opposite of equality
<code>>, <</code>	Greater than, less than; true if the left-hand argument is greater than or less than the right-hand argument
<code>>=, <=</code>	Greater than or equal to, less than or equal to; true if either <code>></code> or <code>==</code> is true, OR either <code><</code> or <code>==</code> is true

```
#include <iostream.h>
#include <conio.h>
void main ()
{
short a=2, b=6, c;
cout<<" ##### \n";
cout<< (a>b)<<"\n";
cout<< (a==2)<<"\n";
getch();
}
```



Logical Operators

- What are logical operators?
 - Is it also used in decision making

&&	AND; true if both the left-and right-hand arguments are true
	OR; true if either the left-or the right-hand argument is true
!	NOT; true if its argument is false

Logical Operators

Truth Table

A	B		A && B	A B	!A
0	0		0	0	1
0	1		0	1	1
1	0		0	1	0
1	1		1	1	0