

Lecture 5

Increment and Decrement Operators

An increment or decrement operator that is postfixed to (placed after) a variable is referred to as the *postfix increment* or *postfix decrement operator*, respectively.

Operator	Called	Sample expression	Explanation
++	Pre-increment	++a	Increment a by 1, then use the new value of a in the expression in which a resides.
++	Post-increment	a++	Use the current value of a in the expression in which a resides, then increment a by 1.
--	Pre-decrement	--b	Decrement b by 1, then use the new value of b in the expression in which b resides.
--	Post-decrement	b--	Use the current value of b in the expression in which b resides, then decrement b by 1.

Difference between `++a` and `a++`

<pre>a=3; X=++a; X=4; a=4;</pre>	<pre>a=3; X=a++; X=3; a=4;</pre>
---	---

Example pre-increment

```
#include<iostream>
using namespace std;

int main()
{
int x,i;
i=10;
x=++i;
cout<<"x: "<<x;
cout<<"i: "<<i;
return 0;

}
```

Output

```
x: 11
```

```
i: 11
```

Example post-increment

```
#include<iostream >
using namespace std;

int main()
{
int x,i;
i=10;
x=i++;
cout<<"x: "<<x;
cout<<"i: "<<i;
return 0;
}
```

Output

```
x: 10
```

```
i: 11
```

Example pre-decrement

```
#include<iostream>
using namespace std;

Int main()
{
int x,i;
i=10;
x=--i;
cout<<"x: "<<x;
cout<<"i: "<<i;
return 0;
}
```

Output

```
x: 9

i: 9
```

Example post-decrement

```
#include<iostream>
using namespace std;
```

```
int main()
{
int x,i;
i=10;
x=i--;
cout<<"x: "<<x;
cout<<"i: "<<i;
return 0;
}
```

Output

```
x: 10

i: 9
```

Example

```
#include<iostream>
using namespace std;
```

```
int main()
{
int x,a,b,c;
a = 2;
b = 4;
c = 5;
x = a-- + b++ - ++c;
cout<<"x: "<<x;
return 0;
}
```

Output

x: 0

Assignment Operators

Assignment operators	Sample expression	explanation
$+=$	$c+=7$	$c=c+7$
$-=$	$d-=4$	$d=d-4$
$*=$	$e*=5$	$e=e*5$
$/=$	$f/=3$	$f=f/3$
$\%=$	$g\%=12$	$g=g\%12$

Example

```
#include <iostream>
using namespace std;
int main() {
    int a = 3, b = 6, d = 0xFFFF, e = 0x5555;
    a += b;           // a is 9
    b %= a;          // b is 6
```

```
d |= e;           // Bitwise--d is 0xFFFF

cout << "a = 3, b = 6, d = 0xAAAA, e = 0x5555" << endl;
<< "a += b yields " << a << endl;
<< "b %= a yields " << b << endl;
<< "d |= e yields " << hex << d << endl;

return 0;
}
```