



### 14.3 Practice

- Write a snippet of code that will ask the user for a number. Print the sum of all the *even* numbers from 0 to the number the user supplied.

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4

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### Increment and Decrement Operators

- C++ provides a shortcut to increment or decrement a variable by 1

```
int x = 99, y = 90;
x++; // this is equivalent to x += 1
x--; // this is equivalent to x -= 1
```

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5

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### In a Loop

- Often, this is used to increment a loop counter

```
int x = 1;
while(x < 100)
{
    cout << " x : " << x << endl;
    x++;
}
```

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6

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## 14.4 Examples

- a. This can be used in an expression:

```
y = x++ + 9;
```

This is equivalent to:

```
y = x + 9;
```

```
x += 1;
```

- b. This can also be used in a conditional

```
( x-- > 9 )
```

is equivalent to:

```
( x > 9 ); x -= 1;
```

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7

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## 14.5 Practice

- Write one statement of code to do the following:

```
int x = 0, y = 1;
```

- Add x + 9 to y and increment x by 1
- Add x \* 4 to y and increment x by 1
- Add y - 13 to x and decrement y by 1

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8

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## Prefix vs Postfix

- Another way to write x++ (x--) is: ++x (--x)

- o ++x is *prefix*

- The x += 1 happens *before* the expression is evaluated

- o x++ is *postfix*

- the x += 1 happens *after* the expression is evaluated

```
int y = 0, x = 0;
```

```
x = y++ + 1; // x = y + 1; y += 1;
```

```
y = ++x + 1; // x += 1; y = x + 1;
```

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9

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## Operator Precedence

()	L->R	Parentheses
++, --, static_cast<type>()	L->R	Unary prefix (++x)
++, --, !, +, -	R->L	Negation, Unary postfix (x++)
*, /, %	L->R	Mult, div, mod
+, -	L->R	Add, Subtract
<<, >>	L->R	Insertion/extraction
<, <=, >, >=	L->R	Relational
==, !=	L->R	Equality
&&	L->R	And
	L->R	Or
?:	R->L	Conditional
=, +=, -=, *=, /=, %=	R->L	Assignment

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## 14.6 Examples

```
int x = 0, y = 0;

x = y++ * 2;
y = ++x / 2;

x = x++ + 1;
x = ++x + 1;

y = (y+ x++) * 2;
x = y++ + ++x;
```

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11

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## 14.7 Example

- What is the output if `i = 2`?

```
cout << "Value of i is" << i;
cout << "Value of i++ is" << i++;
cout << "Value of ++i is" << ++i;
cout << "Value of --i is" << --i;
cout << "Value of i-- is" << i--;
```

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12

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