

S7: Lunes 13 enero

- *Examen 1 en BlackBoard desde el martes!*
- *Shortcuts (+, -, *, /, %, ++, --)*
- *Relational operators (<, >, ==, >=, <=, !=)*

3.7 Multiple and Combined Assignment

CONCEPT: Multiple assignment means to assign the same value to several variables with one statement.

C++ allows you to assign a value to multiple variables at once. If a program has several variables, such as *a*, *b*, *c*, and *d*, and each variable needs to be assigned a value, such as 12, the following statement may be constructed:

```
a = b = c = d = 12;
```

Combined Assignment Operators

Quite often programs have assignment statements of the following form:

```
number = number + 1;
```

Table 3-8 Assignment Statements that Change a Variable's Value (Assume $x = 6$)

Statement	What It Does	Value of x After the Statement
$x = x + 4;$	Adds 4 to x	10
$x = x - 3;$	Subtracts 3 from x	3
$x = x * 10;$	Multiplies x by 10	60
$x = x / 2;$	Divides x by 2	3
$x = x \% 4$	Makes x the remainder of $x / 4$	2

Table 3-9 Combined Assignment Operators

Operator	Example Usage	Equivalent To
<code>+=</code>	<code>x += 5;</code>	<code>x = x + 5;</code>
<code>--</code>	<code>y -= 2;</code>	<code>y = y - 2;</code>
<code>*=</code>	<code>z *= 10;</code>	<code>z = z * 10;</code>
<code>/=</code>	<code>a /= b;</code>	<code>a = a / b;</code>
<code>%=</code>	<code>c %= 3;</code>	<code>c = c % 3;</code>

Here are three different ways to increment the value of the variable `num` by 1.

```
num = num + 1;
num += 1;
num++;
```

And here are three different ways to decrement it by 1:

```
num = num - 1;
num -= 1;
num--;
```

```
num = 4;
num++;      // now num has the value 5
++num;     // now num has the value 6
num--;     // now num has the value 5 again
--num;     // now num has the value 4 again
```

Table 4-1 Relational Operators

Relational Operators	Meaning
<code>></code>	Greater than
<code><</code>	Less than
<code>>=</code>	Greater than or equal to
<code><=</code>	Less than or equal to
<code>==</code>	Equal to
<code>!=</code>	Not equal to