Chapter 4

Expressions

Operators

- C emphasizes expressions rather than statements.
- Expressions are built from variables, constants, and operators.
- C has a rich collection of operators, including
  - arithmetic operators
  - relational operators
  - logical operators
  - assignment operators
  - increment and decrement operators

  and many others

Arithmetic Operators

- C provides five binary ***arithmetic operators:***

  `+` addition
  `-` subtraction
  `*` multiplication
  `/` division
  `%` remainder

- An operator is ***binary*** if it has two operands.
- There are also two ***unary*** arithmetic operators:

  `+` unary plus
  `-` unary minus

Unary Arithmetic Operators

- The unary operators require one operand:

```
i = +1;
j = -i;
```

- The unary + operator does nothing. It's used primarily to emphasize that a numeric constant is positive.

Binary Arithmetic Operators

- The value of `i % j` is the remainder when `i` is divided by `j`.

  `10 % 3` has the value 1, and `12 % 4` has the value 0.

- Binary arithmetic operators—with the exception of `%`—allow either integer or floating-point operands, with mixing allowed.
- When `int` and `float` operands are mixed, the result has type `float`.

  `9 + 2.5f` has the value 11.5, and `6.7f / 2` has the value 3.35.

The `/` and `%` Operators

- The `/` and `%` operators require special care:
  - When both operands are integers, `/` "truncates" the result. The value of `1 / 2` is 0, not 0.5.
  - The `%` operator requires integer operands; if either operand is not an integer, the program won't compile.
  - Using zero as the right operand of either `/` or `%` causes undefined behavior.
  - The behavior when `/` and `%` are used with negative operands is ***implementation-defined*** in C89.
  - In C99, the result of a division is always truncated toward zero and the value of `i % j` has the same sign as `i`.

Implementation-Defined Behavior

- The C standard deliberately leaves parts of the language unspecified.
- Leaving parts of the language unspecified reflects C's emphasis on efficiency, which often means matching the way that hardware behaves.
- It's best to avoid writing programs that depend on implementation-defined behavior.

Operator Precedence

- Does `i + j * k` mean "add `i` and `j`, then multiply the result by `k`" or "multiply `j` and `k`, then add `i`"?
- One solution to this problem is to add parentheses, writing either `(i + j) * k` or `i + (j * k)`.
- If the parentheses are omitted, C uses ***operator precedence*** rules to determine the meaning of the expression.

Operator Precedence

- The arithmetic operators have the following relative precedence:

  Highest: `+` `-` (unary)
  `*` `/` `%`
  Lowest: `+` `-` (binary)

- Examples:

  `i + j * k` is equivalent to `i + (j * k)`
  `-i * -j` is equivalent to `(-i) * (-j)`
  `+i + j / k` is equivalent to `(+i) + (j / k)`

Operator Associativity

- ***Associativity*** comes into play when an expression contains two or more operators with equal precedence.
- An operator is said to be ***left associative*** if it groups from left to right.
- The binary arithmetic operators (`*`, `/`, `%`, `+`, and `-`) are all left associative, so

  `i - j - k` is equivalent to `(i - j) - k`
  `i * j / k` is equivalent to `(i * j) / k`

Operator Associativity

- An operator is ***right associative*** if it groups from right to left.
- The unary arithmetic operators (+ and -) are both right associative, so

  `- + i` is equivalent to `-(+i)`

Program: Computing a UPC Check Digit

- Most goods sold in U.S. and Canadian stores are marked with a Universal Product Code (UPC):

0 13800 15173 5

- Meaning of the digits underneath the bar code:
  First digit: Type of item
  First group of five digits: Manufacturer
  Second group of five digits: Product (including package size)
  Final digit: Check digit, used to help identify an error in the preceding digits

Program: Computing a UPC Check Digit

- How to compute the check digit:

  Add the first, third, fifth, seventh, ninth, and eleventh digits.

  Add the second, fourth, sixth, eighth, and tenth digits.

  Multiply the first sum by 3 and add it to the second sum.

  Subtract 1 from the total.

  Compute the remainder when the adjusted total is divided by 10.

  Subtract the remainder from 9.

Program: Computing a UPC Check Digit

- Example for UPC 0 13800 15173 5:

  First sum: 0 + 3 + 0 + 1 + 1 + 3 = 8.

  Second sum: 1 + 8 + 0 + 5 + 7 = 21.

  Multiplying the first sum by 3 and adding the second yields 45.

  Subtracting 1 gives 44.

  Remainder upon dividing by 10 is 4.

  Remainder is subtracted from 9.

  Result is 5.

Program: Computing a UPC Check Digit

- The `upc.c` program asks the user to enter the first 11 digits of a UPC, then displays the corresponding check digit:

```
Enter the first (single) digit: 0
Enter first group of five digits: 13800
Enter second group of five digits: 15173
Check digit: 5
```

- The program reads each digit group as five one-digit numbers.
- To read single digits, we'll use `scanf` with the `%1d` conversion specification.

upc.c

```
/* Computes a Universal Product Code check digit */

#include <stdio.h>

int main(void)
{
  int d, i1, i2, i3, i4, i5, j1, j2, j3, j4, j5,
      first_sum, second_sum, total;

  printf("Enter the first (single) digit: ");
  scanf("%1d", &d);
  printf("Enter first group of five digits: ");
  scanf("%1d%1d%1d%1d%1d", &i1, &i2, &i3, &i4, &i5);
  printf("Enter second group of five digits: ");
  scanf("%1d%1d%1d%1d%1d", &j1, &j2, &j3, &j4, &j5);
  first_sum = d + i2 + i4 + j1 + j3 + j5;
  second_sum = i1 + i3 + i5 + j2 + j4;
  total = 3 * first_sum + second_sum;

  printf("Check digit: %d\n", 9 - ((total - 1) % 10));

  return 0;
}
```

Assignment Operators

- ***Simple assignment:*** used for storing a value into a variable
- ***Compound assignment:*** used for updating a value already stored in a variable

Simple Assignment

- The effect of the assignment $v = e$ is to evaluate the expression e and copy its value into v.
- e can be a constant, a variable, or a more complicated expression:

```
i = 5;             /* i is now 5  */
j = i;             /* j is now 5  */
k = 10 * i + j;    /* k is now 55 */
```

Simple Assignment

- If *v* and *e* don't have the same type, then the value of *e* is converted to the type of *v* as the assignment takes place:

```
int i;
float f;

i = 72.99f;    /* i is now 72 */
f = 136;       /* f is now 136.0 */
```

Simple Assignment

- In many programming languages, assignment is a statement; in C, however, assignment is an operator, just like `+`.
- The value of an assignment $v = e$ is the value of v after the assignment.
  - The value of `i = 72.99f` is 72 (not 72.99).

Side Effects

- An operators that modifies one of its operands is said to have a ***side effect.***
- The simple assignment operator has a side effect: it modifies its left operand.
- Evaluating the expression `i = 0` produces the result 0 and—as a side effect—assigns 0 to `i`.

Side Effects

- Since assignment is an operator, several assignments can be chained together:

```
i = j = k = 0;
```

- The = operator is right associative, so this assignment is equivalent to

```
i = (j = (k = 0));
```

Side Effects

- Watch out for unexpected results in chained assignments as a result of type conversion:

```
int i;
float f;

f = i = 33.3f;
```

- `i` is assigned the value 33, then `f` is assigned 33.0 (not 33.3).

Side Effects

- An assignment of the form *v* = *e* is allowed wherever a value of type *v* would be permitted:

```
i = 1;
k = 1 + (j = i);
printf("%d %d %d\n", i, j, k);
  /* prints "1 1 2" */
```

- "Embedded assignments" can make programs hard to read.
- They can also be a source of subtle bugs.

Lvalues

- The assignment operator requires an ***lvalue*** as its left operand.
- An lvalue represents an object stored in computer memory, not a constant or the result of a computation.
- Variables are lvalues; expressions such as `10` or `2 * i` are not.

Lvalues

- Since the assignment operator requires an lvalue as its left operand, it's illegal to put any other kind of expression on the left side of an assignment expression:

```
12 = i;         /*** WRONG ***/
i + j = 0;      /*** WRONG ***/
-i = j;         /*** WRONG ***/
```

- The compiler will produce an error message such as *"invalid lvalue in assignment."*

Compound Assignment

- Assignments that use the old value of a variable to compute its new value are common.
- Example:

```
i = i + 2;
```

- Using the += compound assignment operator, we simply write:

```
i += 2;   /* same as i = i + 2; */
```

Compound Assignment

- There are nine other compound assignment operators, including the following:

  `-=    *=    /=    %=`

- All compound assignment operators work in much the same way:

  v `+=` *e* adds *v* to *e*, storing the result in *v*

  v `-=` *e* subtracts *e* from *v*, storing the result in *v*

  v `*=` *e* multiplies *v* by *e*, storing the result in *v*

  v `/=` *e* divides *v* by *e*, storing the result in *v*

  v `%=` *e* computes the remainder when *v* is divided by *e*, storing the result in *v*

Compound Assignment

- v += e isn't "equivalent" to $v = v + e$.
- One problem is operator precedence: `i *= j + k` isn't the same as `i = i * j + k`.
- There are also rare cases in which v += e differs from $v = v + e$ because v itself has a side effect.
- Similar remarks apply to the other compound assignment operators.

Compound Assignment

- When using the compound assignment operators, be careful not to switch the two characters that make up the operator.
- Although `i =+ j` will compile, it is equivalent to `i = (+j)`, which merely copies the value of `j` into `i`.

Increment and Decrement Operators

- Two of the most common operations on a variable are "incrementing" (adding 1) and "decrementing" (subtracting 1):

```
i = i + 1;
j = j - 1;
```

- Incrementing and decrementing can be done using the compound assignment operators:

```
i += 1;
j -= 1;
```

Increment and Decrement Operators

- C provides special `++` (***increment***) and `--` (***decrement***) operators.
- The `++` operator adds 1 to its operand. The `--` operator subtracts 1.
- The increment and decrement operators are tricky to use:
  - They can be used as ***prefix*** operators (`++i` and `--i`) or ***postfix*** operators (`i++` and `i--`).
  - They have side effects: they modify the values of their operands.

Increment and Decrement Operators

- Evaluating the expression `++i` (a "pre-increment") yields `i + 1` and—as a side effect—increments `i`:

```
i = 1;
printf("i is %d\n", ++i);    /* prints "i is 2" */
printf("i is %d\n", i);      /* prints "i is 2" */
```

- Evaluating the expression `i++` (a "post-increment") produces the result `i`, but causes `i` to be incremented afterwards:

```
i = 1;
printf("i is %d\n", i++);    /* prints "i is 1" */
printf("i is %d\n", i);      /* prints "i is 2" */
```

Increment and Decrement Operators

- `++i` means "increment `i` immediately," while `i++` means "use the old value of `i` for now, but increment `i` later."
- How much later? The C standard doesn't specify a precise time, but it's safe to assume that `i` will be incremented before the next statement is executed.

Increment and Decrement Operators

- The `--` operator has similar properties:

```
i = 1;
printf("i is %d\n", --i);    /* prints "i is 0" */
printf("i is %d\n", i);      /* prints "i is 0" */
i = 1;
printf("i is %d\n", i--);    /* prints "i is 1" */
printf("i is %d\n", i);      /* prints "i is 0" */
```

Increment and Decrement Operators

- When `++` or `--` is used more than once in the same expression, the result can often be hard to understand.
- Example:

```
i = 1;
j = 2;
k = ++i + j++;
```

The last statement is equivalent to

```
i = i + 1;
k = i + j;
j = j + 1;
```

The final values of `i`, `j`, and `k` are 2, 3, and 4, respectively.

Increment and Decrement Operators

- In contrast, executing the statements

```
i = 1;
j = 2;
k = i++ + j++;
```

will give `i`, `j`, and `k` the values 2, 3, and 3, respectively.

Expression Evaluation

- Table of operators discussed so far:

Precedence	*Name*	*Symbol(s)*	*Associativity*
1	increment (postfix)	`++`	left
	decrement (postfix)	`--`	
2	increment (prefix)	`++`	right
	decrement (prefix)	`--`	
	unary plus	`+`	
	unary minus	`-`	
3	multiplicative	`*` `/` `%`	left
4	additive	`+` `-`	left
5	assignment	`=` `*=` `/=` `%=` `+=` `-=`	right

Expression Evaluation

- The table can be used to add parentheses to an expression that lacks them.
- Starting with the operator with highest precedence, put parentheses around the operator and its operands.
- Example:

	Precedence level
`a = b += c++ - d + --e / -f`	
`a = b += (c++) - d + --e / -f`	1
`a = b += (c++) - d + (--e) / (-f)`	2
`a = b += (c++) - d + ((--e) / (-f))`	3
`a = b += (((c++) - d) + ((--e) / (-f)))`	4
`(a = (b += (((c++) - d) + ((--e) / (-f)))))`	5

Order of Subexpression Evaluation

- The value of an expression may depend on the order in which its subexpressions are evaluated.
- C doesn't define the order in which subexpressions are evaluated (with the exception of subexpressions involving the logical and, logical or, conditional, and comma operators).
- In the expression `(a + b) * (c - d)` we don't know whether `(a + b)` will be evaluated before `(c - d)`.

Order of Subexpression Evaluation

- Most expressions have the same value regardless of the order in which their subexpressions are evaluated.
- However, this may not be true when a subexpression modifies one of its operands:

```
a = 5;
c = (b = a + 2) - (a = 1);
```

- The effect of executing the second statement is undefined.

Order of Subexpression Evaluation

- Avoid writing expressions that access the value of a variable and also modify the variable elsewhere in the expression.
- Some compilers may produce a warning message such as *"operation on 'a' may be undefined"* when they encounter such an expression.

Order of Subexpression Evaluation

- To prevent problems, it's a good idea to avoid using the assignment operators in subexpressions.
- Instead, use a series of separate assignments:

```
a = 5;
b = a + 2;
a = 1;
c = b - a;
```

The value of `c` will always be 6.

Order of Subexpression Evaluation

- Besides the assignment operators, the only operators that modify their operands are increment and decrement.
- When using these operators, be careful that an expression doesn't depend on a particular order of evaluation.

Order of Subexpression Evaluation

- Example:

```
i = 2;
j = i * i++;
```

- It's natural to assume that `j` is assigned 4. However, `j` could just as well be assigned 6 instead:

  1. The second operand (the original value of i) is fetched, then `i` is incremented.
  2. The first operand (the new value of `i`) is fetched.
  3. The new and old values of `i` are multiplied, yielding 6.

Undefined Behavior

- Statements such as `c = (b = a + 2) - (a = 1);` and `j = i * i++;` cause ***undefined behavior.***
- Possible effects of undefined behavior:
  - The program may behave differently when compiled with different compilers.
  - The program may not compile in the first place.
  - If it compiles it may not run.
  - If it does run, the program may crash, behave erratically, or produce meaningless results.
- Undefined behavior should be avoided.

Expression Statements

- C has the unusual rule that any expression can be used as a statement.
- Example:

```
++i;
```

`i` is first incremented, then the new value of `i` is fetched but then discarded.

Expression Statements

- Since its value is discarded, there's little point in using an expression as a statement unless the expression has a side effect:

```
i = 1;          /* useful */
i--;            /* useful */
i * j - 1;      /* not useful */
```

Expression Statements

- A slip of the finger can easily create a "do-nothing" expression statement.
- For example, instead of entering

```
i = j;
```

we might accidentally type

```
i + j;
```

- Some compilers can detect meaningless expression statements; you'll get a warning such as "*statement with no effect.*"