

# Arithmetic Calculations

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# Outlines

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- **Basic arithmetic operators**
- **Increment & decrement operators**
- **Compound assignment operators**
- **Type of arithmetic expression**
- **Style considerations for mathematic statements**

# Basic Arithmetic Operators

- **Unary arithmetic operators**
  - Require one operand
  - + (positive), - (negative), ++, --
- **Binary arithmetic operators**
  - Require two operands
  - +, -, \*, /, %

# Example 1

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- **General C**
- **Calculate rectangle's diameter and area.**
- **08\_c01.c**

# Example 2

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- **Robotic C**
  - Robot GO!
  - NXC
- **Robot control**
- **08\_RobotC01.nxc**

# Basic Arithmetic Operators

- Precedence rule

- $(a+b/(c-5))/((d+7)/(e-37)/3)$

- $a=10, b=20, c=15, d=8, e=40$

Step	Reduced expression
1	$(a+b/10)/((d+7)/(e-37)/3)$
2	$(a+b/10)/(15/(e-37)/3)$
3	$(a+b/10)/(15/3/3)$
4	$(a+2)/(15/3/3)$
5	$12/(15/3/3)$
6	$12/(5/3)$
7	$12/1.6667$
8	7.2

# Increment & Decrement Operators

- **Decrement operator**

- --

- i--

- **Increment operator**

- ++

- i++

# Compound Assignment Operators

- **Simple assignment operator**

- =

- **Compound assignment operators**

- Assign sum, +=

- int nNumber=1;

- nNumber += 3; // nNumber now is 4

- Assign difference, -=

- Assign product, \*=

- Assign division, /=

- Assign remainder, %=



# Type of Arithmetic Expression

- Expressions involve *int* & *double*
  - One operand double, result is double
    - $10/3=3.333333$
  - All operands are integers, result is integer
    - $10/3=3$
- Explicit type conversion

# Mathematical Library Functions

- **Floating-point type function**
  - Accept and return *doubles*
  - `#include<math.h>`
- **Integer type function**
  - Accept and return *integers*
  - `#include<stdlib.h>`
- **() Function call**

# Example 3

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- **General C**
- **Calculate triangle's diameter and area.**
- **08\_c02.c**

# Styles for Mathematic Statements

- Use parentheses only if necessary
- Use simple expressions
- Avoid increment operators in complex
- Avoid long expressions