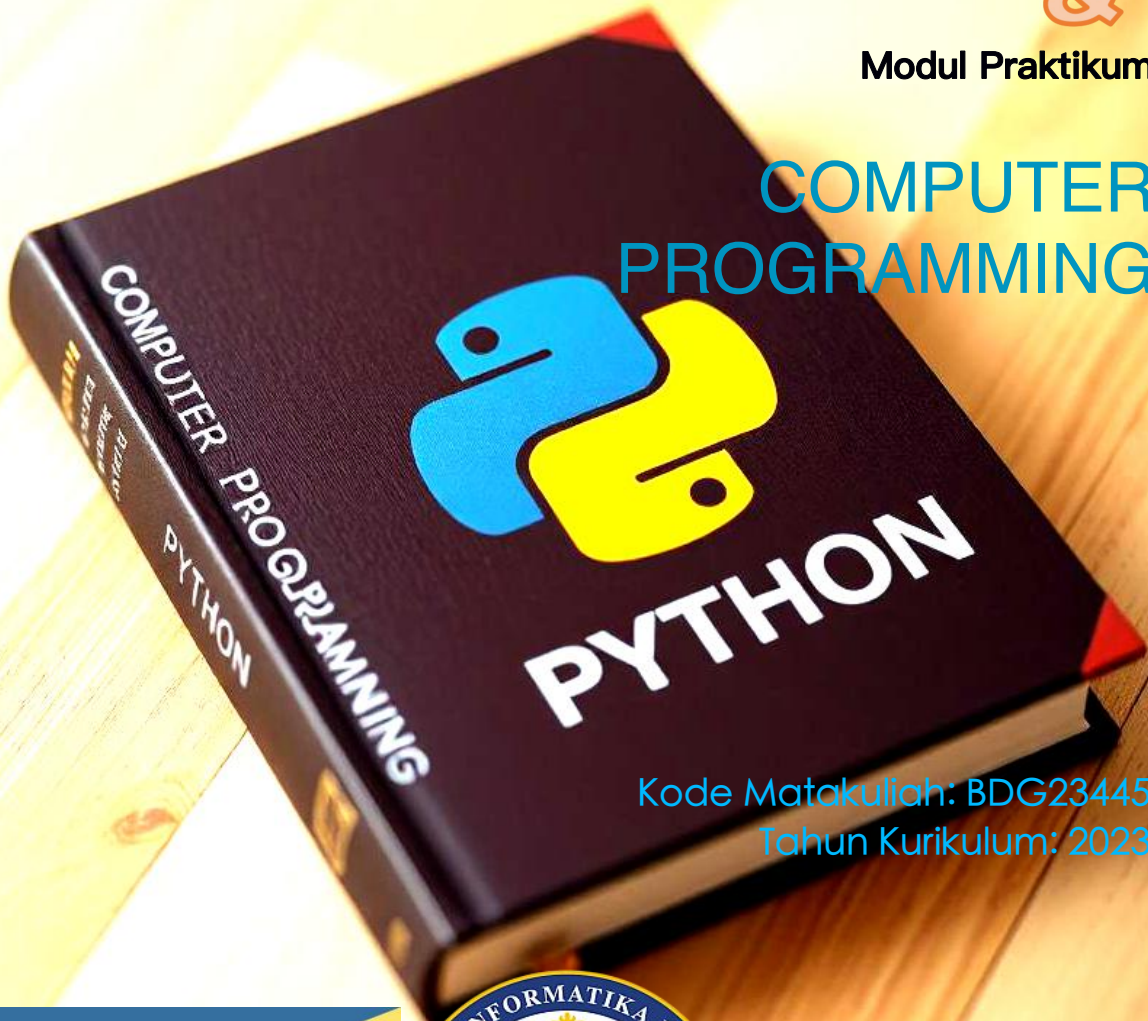
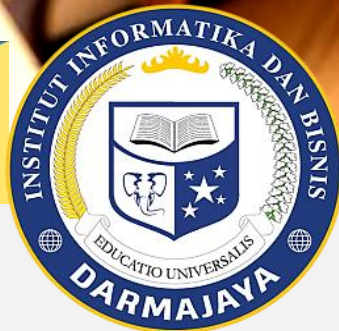




COMPUTER PROGRAMMING



Kode Matakuliah: BDG23445
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Penyusun:
Bayu Nugroho, S.Kom., M.Eng

Program Studi
Bisnis Digital
Institut Informatika & Bisnis Darmajaya

FAKULTAS EKONOMI & BISNIS
INSTITUT INFORMATIKA DAN BISNIS DARMAJAYA
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Modul 4

Operator & Expressions Type in python programming

1. Operator Matematika

Python Operators

Operators are used to perform operations on variables and values.

In the example below, we use the `+` operator to add together two values:

Example

```
print(10 + 5)
```

Python divides the operators in the following groups:

Arithmetic operators, Assignment operators, Comparison operators, Logical operators

And Bitwise operators

Python Arithmetic Operators

Arithmetic operators are used with numeric values to perform common mathematical operations:

Operator	Name	Example
<code>+</code>	Addition	<code>x + y</code>
<code>-</code>	Subtraction	<code>x - y</code>
<code>*</code>	Multiplication	<code>x * y</code>
<code>/</code>	Division	<code>x / y</code>
<code>%</code>	Modulus	<code>x % y</code>
<code>**</code>	Exponentiation	<code>x ** y</code>
<code>//</code>	Floor division	<code>x // y</code>

Python Assignment Operators

Assignment operators are used to assign values to variables

Operator	Example	Same As
=	x = 5	x = 5
+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3
*=	x *= 3	x = x * 3
/=	x /= 3	x = x / 3
%=	x %= 3	x = x % 3
//=	x //= 3	x = x // 3
**=	x **= 3	x = x ** 3
&=	x &= 3	x = x & 3
=	x = 3	x = x 3
^=	x ^= 3	x = x ^ 3
>>=	x >>= 3	x = x >> 3
<<=	x <<= 3	x = x << 3
:=	print(x := 3)	x = 3 print(x)

2. Python Comparison Operators

Comparison operators are used to compare two values:

Operator	Name	Example
==	Equal	<code>x == y</code>
!=	Not equal	<code>x != y</code>
>	Greater than	<code>x > y</code>
<	Less than	<code>x < y</code>
>=	Greater than or equal to	<code>x >= y</code>
<=	Less than or equal to	<code>x <= y</code>

3. Logic Operator

Logical operators are used to combine conditional statements:

Operator	Description	Example
and	Returns True if both statements are true	<code>x < 5 and x < 10</code>
or	Returns True if one of the statements is true	<code>x < 5 or x < 4</code>
not	Reverse the result, returns False if the result is true	<code>not(x < 5 and x < 10)</code>

4. Operator Precedence

Operator precedence describes the order in which operations are performed.

Example

Parentheses has the highest precedence, meaning that expressions inside parentheses must be evaluated first:

```
print((6 + 3) - (6 + 3))
```

Example

Multiplication `*` has higher precedence than addition `+`, and therefore multiplications are evaluated before additions:

```
print(100 + 5 * 3)
```

The precedence order is described in the table below, starting with the highest precedence at the top:

Operator	Description
<code>()</code>	Parentheses
<code>**</code>	Exponentiation
<code>+x</code> <code>-x</code> <code>~x</code>	Unary plus, unary minus, and bitwise NOT
<code>*</code> <code>/</code> <code>//</code> <code>%</code>	Multiplication, division, floor division, and modulus
<code>+</code> <code>-</code>	Addition and subtraction
<code><<</code> <code>>></code>	Bitwise left and right shifts
<code>&</code>	Bitwise AND
<code>^</code>	Bitwise XOR
<code> </code>	Bitwise OR
<code>==</code> <code>!=</code> <code>></code> <code>>=</code> <code><</code> <code><=</code> <code>is</code> <code>is not</code> <code>in</code> <code>not in</code>	Comparisons, identity, and membership operators
<code>not</code>	Logical NOT
<code>and</code>	AND
<code>or</code>	OR

If two operators have the same precedence, the expression is evaluated from left to right.

Example

Addition `+` and subtraction `-` has the same precedence, and therefore we evaluate the expression from left to right:

```
print(5 + 4 - 7 + 3)
```

5. Bitwise Operator

Bitwise operators are used to compare (binary) numbers:

Operator	Name	Description	Example
<code>&</code>	AND	Sets each bit to 1 if both bits are 1	<code>x & y</code>
<code> </code>	OR	Sets each bit to 1 if one of two bits is 1	<code>x y</code>
<code>^</code>	XOR	Sets each bit to 1 if only one of two bits is 1	<code>x ^ y</code>
<code>~</code>	NOT	Inverts all the bits	<code>~x</code>
<code><<</code>	Zero fill left shift	Shift left by pushing zeros in from the right and let the leftmost bits fall off	<code>x << 2</code>
<code>>></code>	Signed right shift	Shift right by pushing copies of the leftmost bit in from the left, and let the rightmost bits fall off	<code>x >> 2</code>