

Study Guide - Expressions

Definition

- An expression is a sequence of one or more operands and zero or more operators that can be evaluated to a single value. Expressions can consist of a literal value, a method invocation, an operator and its operands, or a simple name.

Arithmetic Operator Precedence

- Which operator is evaluated first then second. Override with parenthesis ()
First: * / %
Second: + -

Examples

Base variables:

<pre>int i = 7; bool done = true;</pre>	<pre>string name = "Bob"; int bonus = 20;</pre>	<pre>int score = 32; string last = "Hope";</pre>
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Expression?	Value or Not?	Expression?	Value or Not?
<code>1 + 2</code>		<code>(done && i < 10)</code>	
<code>i + 1</code>		<code>string player;</code>	
<code>bonus > 20</code>		<code>i</code>	
<code>if (name == "Al")</code>		<code>bonus != "20"</code>	
<code>dune</code>		<code>score == 4 bonus == 7</code>	
<code>i * 4 + 3</code>		<code>13</code>	
<code>i + 3 * 4</code>		<code>name + " " + last</code>	
<code>(i + 3) * 4</code>		<code>ture</code>	
<code>"Robert"</code>		<code>score <= bonus</code>	
<code>Convert.ToString(i)</code>		<code>"High " + score + 1</code>	