

Rank	Operator in C++	Description	Result	Associativity
A	()	Grouping		N/A
A	::	Scope resolution operator, unary (global)		N/A
A	::	Scope resolution operator, binary		L-R
B1	()	Function call	rexp	L-R
B2	[]	Subscript	lexp	L-R
B3	.	Structure member	lexp	L-R
B4	->	Structure pointer member	lexp	L-R
B5	++	Postfix increment	rexp	L-R
B6	--	Postfix decrement	rexp	L-R
C1	!	Logical negate	rexp	R-L
C2	~	One's complement	rexp	R-L
C3	+	Unary plus	rexp	R-L
C4	-	Unary minus	rexp	R-L
C5	++	Prefix increment	lexp	R-L
C6	--	Prefix decrement	lexp	R-L
C7	*	Indirection (dereference)	lexp	R-L
C8	&	Address of	rexp	R-L
C9	sizeof	Size in bytes	rexp	R-L
D	(type)	Type conversion (cast)	rexp	R-L
E1	*	Multiplication	rexp	L-R
E2	/	Division	rexp	L-R
E3	%	Integer remainder (modulo)	rexp	L-R
F1	+	Addition	rexp	L-R
F2	-	Subtraction	rexp	L-R
G1	<<	Left shift	rexp	L-R
G2	>>	Right shift	rexp	L-R
H1	>	Greater than	rexp	L-R
H2	>=	Greater than or equal	rexp	L-R
H3	<	Less than	rexp	L-R
H4	<=	Less than or equal	rexp	L-R
I1	==	Equal to	rexp	L-R
I2	!=	Not equal to	rexp	L-R
J	&	Bitwise AND	rexp	L-R
K	^	Bitwise exclusive OR	rexp	L-R
L		Bitwise inclusive OR	rexp	L-R
M	&&	Logical AND	rexp	L-R
N		Logical OR	rexp	L-R
O	? :	Conditional	lexp	N/A
P1	=	Assignment	lexp	R-L
P2	+=	Add to	lexp	R-L
P3	-=	Subtract from	lexp	R-L
P4	*=	Multiply by	lexp	R-L
P5	/=	Divide by	lexp	R-L
P6	%=	Modulo by	lexp	R-L
P7	<<=	Shift left by	lexp	R-L
P8	>>=	Shift right by	lexp	R-L
P9	&=	AND with	lexp	R-L
P10	^=	Exclusive OR with	lexp	R-L
P11	=	Inclusive OR with	lexp	R-L
Q	,	Comma	rexp	L-R

Note: All operators within a section (between horizontal lines) have the same precedence and the associativity must be applied.

#### Some non-printing control characters

```
-----  
0 NUL  
7 Bell  
8 Backspace  
9 Tab  
10 Line feed  
13 Carriage return  
26 End of file (Ctrl-Z)  
27 [Esc] (Escape key)
```

#### ASCII characters (only 32-127 are standard)

32	64 @	96 `	128 Ç	160 á	192 Ł	224 α
33 !	65 A	97 a	129 ü	161 í	193 Ł	225 ß
34 "	66 B	98 b	130 é	162 ó	194 Ł	226 Γ
35 #	67 C	99 c	131 â	163 ú	195 Ł	227 π
36 \$	68 D	100 d	132 ä	164 ñ	196 Ł	228 Σ
37 %	69 E	101 e	133 à	165 Ñ	197 Ł	229 σ
38 &	70 F	102 f	134 å	166 ^	198 Ł	230 μ
39 '	71 G	103 g	135 ç	167 °	199 Ł	231 τ
40 (	72 H	104 h	136 ê	168 ÷	200 Ł	232 Φ
41 )	73 I	105 i	137 ë	169 ÷	201 Ł	233 Θ
42 *	74 J	106 j	138 è	170 ÷	202 Ł	234 Ω
43 +	75 K	107 k	139 ì	171 ÷	203 Ł	235 δ
44 ,	76 L	108 l	140 î	172 ÷	204 Ł	236 ∞
45 -	77 M	109 m	141 ï	173 ;	205 =	237 φ
46 .	78 N	110 n	142 Ä	174 «	206 ≠	238 ε
47 /	79 O	111 o	143 Å	175 »	207 ≈	239 ∏
48 0	80 P	112 p	144 É	176 ≈	208 ≡	240 ≡
49 1	81 Q	113 q	145 æ	177 ≈	209 ≡	241 ±
50 2	82 R	114 r	146 È	178 ≈	210 ≡	242 ≥
51 3	83 S	115 s	147 ô	179 ≈	211 ≡	243 ≤
52 4	84 T	116 t	148 ö	180 ≈	212 Ł	244 ∫
53 5	85 U	117 u	149 ò	181 ≈	213 Ł	245 ∫
54 6	86 V	118 v	150 û	182 ≈	214 ≈	246 ÷
55 7	87 W	119 w	151 ù	183 ≈	215 ≈	247 ≈
56 8	88 X	120 x	152 ý	184 ≈	216 ≈	248 °
57 9	89 Y	121 y	153 Ö	185 ≈	217 ≈	249 ·
58 :	90 Z	122 z	154 Ü	186 ≈	218 ≈	250 ·
59 ;	91 [	123 {	155 ¢	187 ≈	219 ≈	251 √
60 <	92 \	124	156 £	188 ≈	220 ≈	252 ¨
61 =	93 ]	125 }	157 ¥	189 ≈	221 ≈	253 ¨
62 >	94 ^	126 ~	158 ¢	190 ≈	222 ≈	254 ■
63 ?	95 _	127 □	159 f	191 ≈	223 ≈	255

#### Common `printf` formatting codes

```
-----  
%c - characters  
%s - strings (NUL-terminated C strings)  
%d, %i - integers  
%f - floating point  
%g - floating point (minimum digits)  
%e - scientific notation  
%p - pointers (displays in hex)  
%x - hexadecimal integers (Use %X for uppercase)  
%o - octal integers  
%u - unsigned integers  
%ld, %li - long integers  
%lu - unsigned long integers  
%hd, %hi - short integers  
%hu - unsigned short integers
```