



The Arithmetic expressions

Most applications require the computer to perform at least one calculation. You instruct the computer to perform a calculation using an arithmetic expression, which is an expression that contains one or more arithmetic operators. Figure 1-8 lists the most commonly used arithmetic operators available in Visual Basic, along with the precedence numbers. It also includes several examples of using the operators. The precedence numbers indicate the order in which the computer performs the operation in an expression. Operations with a precedence number of 1 are performed before operations with a precedence number of 2, and so on. However, you can use parentheses to override the order of precedence because operations within parentheses are always performed before operations outside parentheses.

Operator	Operation	Precedence
^	exponentiation (raises a number to a power)	1
-	negation (reverses the sign of a number)	2
•./	multiplication and division	3
1	integer division	4
Mod	modulus (remainder) arithmetic	5
+	addition and subtraction	6
For instance, in t	se parentheses to override the normal order of precedence he $6 / (2 + 4)$ example, the parentheses indicate that the e performed before the division.	
For instance, in t addition should b	he $6 / (2 + 4)$ example, the parentheses indicate that the e performed before the division.	
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For instance, in t addition should b Examples 7 ^ 2 6 / 2 + 4	he $6 / (2 + 4)$ example, the parentheses indicate that the e performed before the division. Results	

Figure 1-8 Most commonly used arithmetic operators

Although the negation and subtraction operators use the same symbol (a hyphen), there is a difference between them. The negation operator is a unary operator, which means it requires only one operand. The expression -10 uses the negation operator to turn its one operand (the positive number 10) into a negative number. The



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subtraction operator, on the other hand, is a binary operator; this means it requires two operands. The expression 8 - 2 uses the subtraction operator to subtract its second operand (the number 2) from its first operand (the number 8). The integer division operator () divides two integers and then returns the result as an integer. Using this operator, the expression 9 \ 4 results in 2, which is the integer result of dividing 9 by 4. (If you use the standard division operator [/] to divide 9 by 4, the result is 2.25 rather than 2.) The modulus operator (sometimes referred to as the remainder operator) also divides two numbers, but the numbers do not have to be integers. After dividing the numbers, the modulus operator returns the remainder of the division. For example, the expression 9 Mod 4 equals 1, which is the remainder of 9 divided by 4. A common use for the modulus operator is to determine whether a number is even or odd. If you divide the number by 2 and the remainder is 0, the number is even; if the remainder is 1, the number is odd. Some of the arithmetic operators, such as the addition and subtraction ones, have the same precedence number. When an expression contains more than one operator having the same priority, those operators are evaluated from left to right. In the expression

45 - 20 / 5 + 15

the division is performed first, then the subtraction, and then the addition. The result of the expression is the number 56, as shown in Example 1 in Figure 1-9. You can use parentheses to change the order in which the operators in the expression are evaluated, as shown in Example 2. The parentheses tell the computer to perform the addition first, then the division, and then the subtraction; the result is 44 rather than 56.

Example 1		Example 2	
Expression: 45-20/	5 + 15	Expression: 45-20/	(5+15)
Division first	45-20/5+15	Addition first	45-20/(5+15)
Subtraction next	45-4+15	Division next	45-20/20
Addition last	41+15	Subtraction last	45-1
Answer:	56	Answer:	44

Figure 1-9 Expressions containing more than one operator having the same precedence The arithmetic expressions you enter in your code should not contain commas or special characters, such as the dollar sign or percent sign. To include a percentage



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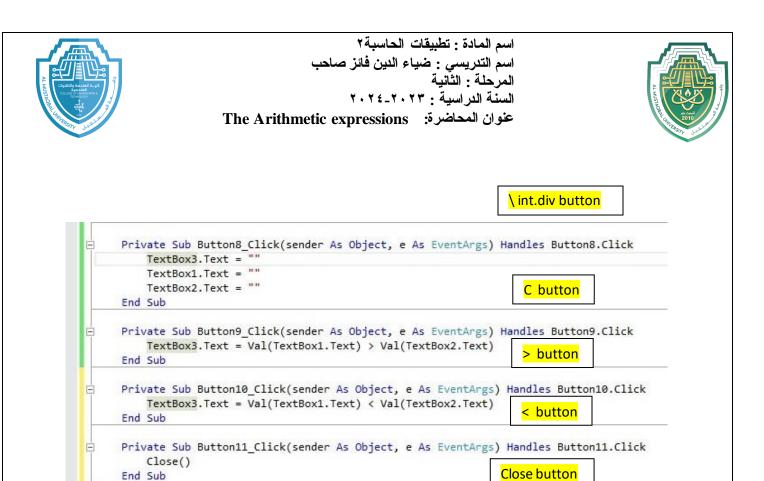
in an arithmetic expression, you must use its decimal equivalent. For example, to multiply 30 by 5%, you would use the expression 30 * 0.05 (rather than 30 * 5%). Arithmetic expressions can also contain numeric variables.

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NO.2		
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Find below a simple example of what we talk about.

The designer window

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E F	Private Sub Button1_Click(sender As Object, e As EventArgs) Handles		.Click		
	<pre>TextBox3.Text = Val(TextBox1.Text) + Val(TextBox2.Text)</pre>	+ butt			
	End Sub		- button		
Ę.	Private Sub Button2_Click(sender As Object, e As EventArgs) Handles	s Button2.Click			
	<pre>TextBox3.Text = Val(TextBox1.Text) * Val(TextBox2.Text)</pre>		V button		
_	End Sub		X button		
	Private Sub Button3_Click(sender As Object, e As EventArgs) Handles	s Button3	.Click		
	<pre>TextBox3.Text = Val(TextBox1.Text) - Val(TextBox2.Text)</pre>	(
_	End Sub		- button		
	Private Sub Button4 Click(sender As Object, e As EventArgs) Handles) Handles Button4.Click			
T	TextBox3.Text = Val(TextBox1.Text) / Val(TextBox2.Text)				
	End Sub		<mark>/ button</mark>		
	Private Sub Button6 Click(sender As Object, e As EventArgs) Handles Button6.Click				
T	TextBox3.Text = Val(TextBox1.Text) Mod Val(TextBox2.Text)	buccono			
	End Sub		mod butt		
	Private Sub Button5 Click(sender As Object, e As EventArgs) Handles Button5.Click				
	TextBox3.Text = Val(TextBox1.Text) ^ Val(TextBox2.Text)				
	End Sub		<mark>^ button</mark>		
		055000 1000	caras a		
	Private Sub Button7_Click(sender As Object, e As EventArgs) Handles	s Button7	.Click		
	<pre>TextBox3.Text = Val(TextBox1.Text) \ Val(TextBox2.Text)</pre>				
	End Sub				



The code Editor window

End Class