

## Operators

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## Operators

- Perl has MANY operators.
  - Covered in Chapter 3 of Camel
  - `perldoc perlop`
- Many operators have numeric and string version
  - remember Perl will convert variable type for you.
- We will go through them in decreasing precedence.

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## Increment/Decrement

- `++` and `--`
  - Prefix and Postfix work as they do in C/C++
  - `my $y = 5; my $x = $y++;`
    - `$y` → 6, `$x` → 5
  - `my $y = 5; my $x = ++$y;`
    - `$y` → 6; `$x` → 6

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## Incrementation Magic

- ++ is "magical". (-- is not)
  - if value is purely numeric, works as expected
  - if string value, magic happens
  - `my $v = '99'; $v++;` → '100'
  - `my $w = 'a9'; $w++;` → 'b0'
  - `my $x = 'Az'; $x++;` → 'Ba'
  - `my $y = 'zz'; $y++;` → 'aaa'
  - `my $z = 'zz9'; $z++;` → 'aaA0'

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## Even better...

- In addition to that magic, ++ will also automatically convert `undef` to numeric context, and then increment it.
- ```
#!/usr/bin/env perl
use strict;
use warnings;
my $a;
$a++;
print "$a\n";
```
- prints 1 with no warnings or errors
- No need to initialize numeric variables to 0.

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## Exponentiation

- \*\* → Exponentiation.
  - works on floating points or integers
  - `2**3` → `pow(2, 3)` → "2 to the power of 3" → 8
- NOTE: higher precedence than negation
  - `-2**4` → `-(2**4)` → -16

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## Shift operators

- `<<` and `>>`
- Shift bits in left argument number of places in right argument
- `1 << 4 → 16`
  - `0000 0001b << 4 → 0001 0000b → 16d`
- `32 >> 4 → 2`
  - `0010 0000b >> 4 → 0000 0010b → 2d`

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## Relational Operators

| Numeric            | String          | Meaning               |
|--------------------|-----------------|-----------------------|
| <code>&gt;</code>  | <code>gt</code> | Greater Than          |
| <code>&gt;=</code> | <code>ge</code> | Greater Than or Equal |
| <code>&lt;</code>  | <code>lt</code> | Less Than             |
| <code>&lt;=</code> | <code>le</code> | Less Than or Equal    |

- String1 is "less than" String2 if the first differing character appears first on the ASCII chart.
  - "abc" is less than "add"
  - shorter substring comes before whole string
    - "abc" is less than "abcd"

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## Equality Operators

| Numeric                | String           | Meaning      |
|------------------------|------------------|--------------|
| <code>==</code>        | <code>eq</code>  | Equal to     |
| <code>!=</code>        | <code>ne</code>  | not equal to |
| <code>&lt;=&gt;</code> | <code>cmp</code> | comparison   |

- About the comparison operators:

- -1 if left `<` right
- 0 if left `==` right
- 1 if left `>` right

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## The danger of mixing contexts

- `my $s1 = 'Foo Bar';`
- `my $s2 = 'Hello World';`
- `if ($s1 == $s2){print "Yes\n"; }`
  - The `==` operator expects two numbers.  
Converts both strings to 0. `0 == 0`
    - `use warnings;` will warn you that these variables are non-numeric
- `chomp($x = <STDIN>); #gives 42`
- `chomp($y = <STDIN>); #gives 42.00`
- `if ($x eq $y) {print "Yes\n"; }`
  - `'42'` is not the same string as `'42.00'`

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## Bitwise Operators

- `&` -- AND. `|` -- OR `^` -- XOR
  - `&` has higher precedence
- if either value numeric:
  - convert to integer,
  - bitwise comparison on integers
- if both values strings:
  - bitwise comparison on corresponding bits from the two strings

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## Logical Operators

- `&&` - AND `||` - OR
  - `&&` has higher precedence
- operate in short-circuit evaluation
  - ie, evaluate only what's needed
  - creates this common Perl line:
- `open (my $fh, '<', 'file.txt') || die "Can't open file.txt: $!";`
- return last value evaluated, not simply "true" or "false"
  - `$x = 0 || 5 || 3;`
    - `$x` gets value 5.
  - `$y = 5 && ' ' && 3;`
    - `$y` gets value " "
  - `$a = 0 || "" || undef;`
    - `$a` gets value undef
  - `$b = 5 && 3 && 1`
    - `$b` gets value 1

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## Logical defined-or (5.10 exclusive)

- Tests the defined'ness of the lefthand operator, rather than the truth.
- If left is defined, returns left. Else, return right.
- `my $x = $a // $b;`
- `my $x;`  
`if (defined $a) { $x = $a; }`  
`else { $x = $b };`
- Useful for setting defaults on values that may be 0 or '':
- `my $value = $args[0] // 'default';`
- contrast with:  
`my $value = $args[0] || 'default';`

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## Range operator

- Generates a list of numbers or strings
- `my @nums = (1..10);`  
– `my @nums = (1, 2, 3, 4, 5, 6, 7, 8, 9, 10);`
- `my @letters = ('e' .. 'k');`  
– `my @letters = ('e','f','g','h','i','j','k');`
- `my @strs = ('ax' .. 'bc');`  
– `my @strs = ('ax','ay','az','ba','bb','bc');`
- Always increments by 1  
– same effect as ++ operator
- if left is greater than right, returns empty list
- if one of the operands is numeric and the other is not, non-numeric will be used in numeric context, producing a warning.

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## Conditional Operator

- ?: -- Trinary operator in C.
- like an if-else statement, but it's an expression  
– `my $a = EXPR ? $b : $c;`  
– if EXPR is true, \$a = \$b.  
– if EXPR is false, \$a = \$c
- `my $status =`  
`$grade >= 65 ? 'pass' : 'fail';`

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## Assignment operators

- =, \*\*=, \*=, /=, %=, x=, +=, -=, .=,
- &=, |=, ^=, <<=, >>=, &&=, ||=, // =
- In all cases, all assignments of form
- **TARGET OP= EXPR**
- evaluate as:
- **TARGET = TARGET OP EXPR**

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## Comma Operator

- Scalar context:
  - evaluate each list element, left to right. Throw away all but last value.
  - **\$a = (fctn(), fctn2(), fctn3());**
    - Call fctn(), call fctn2(), call fctn3() and assign \$a to fctn3()'s return value
    - All three functions called in scalar context
  - There is no such thing as a list in scalar context!
- List context:
  - list element separator, as in array assignment
  - **@a = (fctn(), fctn2(), fctn3());**
    - @a gets return values of all three functions
    - all functions called in list context
    - not necessarily three values! functions can also return lists!

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## Logical and, or, not, xor

- Functionally equivalent to &&, ||, !
- BUT, a lower precedence.
- **\$xyz = \$x || \$y || \$z;**
- **\$xyz = \$x or \$y or \$z;**
- What's the difference?
  
- (There is no lower-precedence version of //, and there is no higher-precedence version of xor)

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## Incomplete list

- ALL operators found in Chapter 3 of Camel.
  - And in `perldoc perlop`
- some skipped over, we'll talk about them later. (arrow, file test, binding)

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