算術運算子

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| Code  a = 2\*\*3  b = 2\*\*3\*\*2  print("a =",a)  print("b =",b)  c = 2\*5+3  d = \_\_\_\*5+3  e = 2\*\_\_\_+3  print("c =",c)  print("d =",d)  print("e =",e)  f = True + \_\_\_  g = False + \_\_\_  print("f =",f)  print("g =",g)  h = "123"  i = "456"  print("h + i =",\_\_\_\_\_\_\_) | Program output:  a = 8  b = 512  c = 13  d = 13.0  e = -7  f = 6  g = 5  h + i = 123456 |

指派運算子

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| Code  #指派運算子，使用前，變數必須先給值  #指派運算子基本概念(1/2)  a = 0  a = a + 1  print(a)  #指派運算子基本概念(2/2)  a = 0  a += 1  print(a)  #指派運算子右方為運算式時(1/4)  a = 10  a = a + 3 \* 2  print(a)  #指派運算子右方為運算式時(2/4)  a = 10  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  print(a)  #指派運算子右方為運算式時(3/4)  a = 10  a = a - 3 \* 2  print(a)  #指派運算子右方為運算式時(4/4)  a = 10  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  print(a)  #指派運算子需特別注意運算子的優先順序(1/2)  a = 10  a = a \* 3 + 2  print(a)  #指派運算子需特別注意運算子的優先順序(2/2)  a = 10  a \*= 3 + 2  print(a) | Program output:  1  1  16  16  4  4  32  50 |

比較運算子

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| Code  a = 35  b = 30  c = "oRange"  d = "orange"  print(a >= b)  print(a == b)  print(c == d)  print(c \_\_\_ d) | Program output:  True  False  False  True |

邏輯運算子

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| Code  #and運算，兩者皆真才為真  print("--------and運算--------")  print(False and False)  print(False and True)  print(True and False)  print(True and True)  print(0 and 0)  print(0 and 1)  print(1 and 0)  print(1 and 1)  #or運算，其中一項為真即為真  print("---------or運算---------")  print(False or False)  print(False or True)  print(True or False)  print(True or True)  print(0 or 0)  print(0 or 1)  print(1 or 0)  print(1 or 1)  #not運算，真變假；假變真  print("--------not運算--------")  print(not True)  print(not False)  print(not False and False)  print(not (False and False))  #判斷數值是否介於250~457  print("-------判斷數值範圍------")  a = 300  print(a>=250 and a<=457)  #判斷數值是否介於150~340  b=100  print(\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) | Program output:  --------and運算--------  False  False  False  True  0  0  0  1  ---------or運算---------  False  True  True  True  0  1  1  1  --------not運算--------  False  True  False  True  -------判斷數值範圍------  True  False |