算術運算子

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| Codea = 2\*\*3b = 2\*\*3\*\*2print("a =",a)print("b =",b)c = 2\*5+3d = \_\_\_\*5+3e = 2\*\_\_\_+3print("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 = 8b = 512c = 13d = 13.0e = -7f = 6g = 5h + 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 = 0a = a + 1print(a)#指派運算子基本概念(2/2)a = 0a += 1print(a)#指派運算子右方為運算式時(1/4)a = 10a = a + 3 \* 2print(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 = 10a = a - 3 \* 2print(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 = 10a = a \* 3 + 2print(a)#指派運算子需特別注意運算子的優先順序(2/2)a = 10a \*= 3 + 2print(a) | Program output:111616443250 |

比較運算子

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

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250~457print("-------判斷數值範圍------")a = 300print(a>=250 and a<=457)#判斷數值是否介於150~340b=100print(\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) | Program output:--------and運算--------FalseFalseFalseTrue0001---------or運算---------FalseTrueTrueTrue0111--------not運算--------FalseTrueFalseTrue-------判斷數值範圍------TrueFalse |