

Precedence Table

:: scope resolution operator
. dot operator -> member selection [] array indexing () function call ++ postfix increment operator (placed after the variable) -- postfix decrement operator (placed after the variable)
++ prefix increment operator (placed before the variable) -- prefix decrement operator (placed before the variable) ! not - unary minus + unary plus * dereference & address of <i>new</i> <i>delete</i> <i>delete[]</i> <i>sizeof</i>
* multiplication / division % remainder (modulo)
+ addition - subtraction
<< insertion operator (output) >> extraction operator (input)
< less than <= less than or equal > greater than >= greater than or equal
== equal != not equal
&& and
or
= assignment += add and assign -= subtract and assign *= multiply and assign /= divide and assign %= modulo and assign

*Highest precedence
(done first)*



*Lowest precedence
(done last)*