

## Arithmetic Operators

Operator Purpose  
+ Addition  
- Subtraction  
\* Multiplication  
/ Division  
% Remainder

## OPERATORS

Arithmetic Operators  
+ Addition  
- Subtraction  
\* Multiplication  
/ Division  
% Remainder  
Note: Unlike the remainder operator in C and Objective-C, Swift's remainder operator can also operate on floating-point numbers (e.g. `8 % 2.5` // equals 0.5)  
Comparative Operators  
== Equal to  
=== Identical to  
!= Not equal to  
!== Not identical to  
~= Pattern match  
> Greater than  
< Less than  
>= Greater than or equal to  
<= Less than or equal to  
Assignment Operators  
= Assign  
+= Addition  
-= Subtraction  
\*= Multiplication  
/= Division  
%= Remainder  
&= Bitwise AND  
|= Bitwise Inclusive OR  
^= Exclusive OR  
<<= Shift Left  
>>= Shift Right  
&&= Logical AND  
||= Logical OR

## OPERATORS (cont)

Increment and Decrement Operators  
++ Addition  
-- Subtraction  
If the operator is written before the variable, it increments the variable before returning its value.  
If the operator is written after the variable, it increments the variable after returning its value.  
Logical Operators  
! NOT  
&& Logical AND  
|| Logical OR  
Range Operators  
..... Closed range  
Bitwise Operators  
& Bitwise AND  
| Bitwise Inclusive OR  
^ Exclusive OR  
~ Unary complement (bit inversion)  
<< Shift Left  
>> Shift Right  
Overflow and Underflow Operators  
Typically, assigning or incrementing an integer, float, or double past its range would result in a runtime error.  
However, if you'd instead prefer to safely truncate the number of available bits, you can opt-in to have the variable overflow or underflow using the following operators:  
Operator Purpose

## OPERATORS (cont)

&+ Addition  
&- Subtraction  
&\* Multiplication  
&/ Division  
&% Remainder  
Example for unsigned integers (works similarly for signed):  
var willOverflow = UInt8.max  
// willOverflow equals 255, which is the largest value a UInt8 can hold  
willOverflow = willOverflow &+ 1  
// willOverflow is now equal to 0  
var willUnderflow = UInt8.min  
// willUnderflow equals 0, which is the smallest value a UInt8 can hold  
willUnderflow = willUnderflow &- 1  
// willUnderflow is now equal to 255  
Another example to show how you can prevent dividing by zero from resulting in infinity:  
let x = 1  
let y = x &/ 0  
// y is equal to 0  
Other Operators  
?? Nil coalescing  
?: Ternary conditional  
! Force unwrap object value  
? Safely unwrap object value

## Comperative Operators

Operator Purpose  
== Equal to  
=== Identical to  
!= Not equal to  
!== Not identical to  
~= Pattern match  
> Greater than  
< Less than  
>= Greater than or equal to  
<= Less than or equal to

## Assignment Operators

Operator Purpose  
= Assign  
+= Addition  
-= Subtraction  
\*= Multiplication  
/= Division  
%= Remainder  
&= Bitwise AND  
|= Bitwise Inclusive OR  
^= Exclusive OR  
<<= Shift Left  
>>= Shift Right  
&&= Logical AND  
||= Logical OR

## Bitwise Operators

Operator Purpose  
& Bitwise AND  
| Bitwise Inclusive OR  
^ Exclusive OR  
~ Unary complement (bit inversion)  
<< Shift Left  
>> Shift Right



By kennybatista

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## Increment and Decrement Operators

### Operator Purpose

++ Addition

-- Subtraction

-If the operator is written before the variable, it increments the variable before returning its value.

-If the operator is written after the variable, it increments the variable after returning its value.

## Logical Operators

### Operator Purpose

! NOT

&& Logical AND

|| Logical OR

## Range Operators

### Operator Purpose

..< Half-open range

... Closed range



By **kennybatista**

[cheatography.com/kennybatista/](http://cheatography.com/kennybatista/)

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