

# C++ Precedence Table

<i>Precedence Level</i>	<i>Symbol</i>	<i>Description</i>	<i>Associativity</i>
1 Highest	()	Function call	Left to right
	[]	Array subscript	
	→	C++ indirect component selector	
	::	C++ scope access/resolution	
	.	C++ direct component selector	
2 Unary	!	Logical negation	Right to left
	~	Bitwise (1's) complement	
	+	Unary plus	
	-	Unary minus	

Appendix D ♦ C++ Precedence Table

<i>Precedence Level</i>	<i>Symbol</i>	<i>Description</i>	<i>Associativity</i>
	++	Preincrement or postincrement	
	—	Predecrement or postdecrement	
	&	Address of	
	*	Indirection	
	sizeof	(Returns size of operand, in bytes.)	
	new	(Dynamically allocates C++ storage.)	
	delete	(Dynamically deallocates C++ storage.)	
3 Member Access	.	C++ dereference	Left to right
	→	C++ dereference	
	*		
4 Multiplicative	*	Multiply	Left to right
	/	Divide	
	%	Remainder (modulus)	
5 Additive	+	Binary plus	Left to right
	-	Binary minus	
6 Shift	<<	Shift left	Left to right
	>>	Shift right	

## EXAMPLE

<i>Precedence Level</i>	<i>Symbol</i>	<i>Description</i>	<i>Associativity</i>
7			
Relational	<	Less than	Left to right
	<=	Less than or equal to	
	>	Greater than	
	>=	Greater than or equal to	
8			
Equality	==	Equal to	Left to right
	!=	Not equal to	
9	&	Bitwise AND	Left to right
10	^	Bitwise XOR	Left to right
11		Bitwise OR	Left to right
12	&&	Logical AND	Left to right
13		Logical OR	Left to right
14			
Condi- tional	?:		Right to left
15			
Assignment	=	Simple assignment	Right to left
	*=	Assign product	
	/=	Assign quotient	

Appendix D ♦ C++ Precedence Table

<i>Precedence Level</i>	<i>Symbol</i>	<i>Description</i>	<i>Associativity</i>
	%=	Assign remainder	Right to left
	+=	Assign sum	
	-=	Assign difference	
	&=	Assign bitwise AND	
	^=	Assign bitwise XOR	
	=	Assign bitwise OR	
	<<=	Assign left shift	
	>>=	Assign right shift	
16 Comma	,	Evaluate	Left to right