Table 11-1		C's Mathematical Doodads	
Operator or Symbol	*What You Expect*	*As Pronounced by Sixth Graders*	*Task*
+	+	"Plus"	Addition
-	−	"Minus"	Subtraction
*	×	"Times"	Multiplication
/	÷	"Divided by"	Division

You use the symbols to do the following types of math operations:

✔ **Work with values directly:**

```
total = 6 + 194;
```

The integer variable `total` contains the result of adding 6 and 194.

In this example:

```
result = 67 * 8;
```

the variable `result` (which can be either an integer or a float variable) contains the result of multiplying 67 by 8:

```
odds = 45/122;
```

The float variable `odds` contains the result of dividing 45 by 122:

In all cases, the math operation to the right of the equal sign is performed first. The math is worked from left to right by the C compiler. The value that results is placed in the numeric variable.

✔ **Work with values and variables:**

```
score = points*10;
```

The variable `score` is set equal to the value of the variable `points` times 10.

✔ **Work with just about anything; functions, values, variables, or any combination:**

```
height_in_cm = atoi(height_in_inches)*2.54;
```

The variable `height_in_cm` is set equal to the value returned by the `atoi` function times 2.54. The `atoi()` function manipulates the variable `height_in_inches` (which is probably a string input from the keyboard).