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).