

- ✓ Addition symbol: +
- ✓ Subtraction symbol: -
- ✓ Multiplication symbol: *
- ✓ Division symbol: /

Incidentally, the official C language term for these dingbats is *operators*. These are mathematical (or arithmetic — I never know which to use) operators.

+ **Addition:** The addition operator is the plus sign, +. This sign is so basic that I can't really think of anything else you would use to add two numbers:

```
var=value1+value2;
```

Here, the result of adding *value1* to *value2* is calculated by the computer and stored in the numeric variable *var*.

- **Subtraction:** The subtraction operator is the minus sign, -:

```
var=value1-value2;
```

Here, the result of subtracting *value2* from *value1* is calculated and gently stuffed into the numeric variable *var*.

* **Multiplication:** Here's where we get weird. The multiplication operator is the asterisk — not the × character:

```
var=value1*value2;
```

In this line, the result of multiplying *value1* by *value2* is figured out by the computer, and the result is stored in the variable *var*.

/ **Division:** For division, the slash, /, is used; the primary reason is that the ÷ symbol is not on your keyboard:

```
var=value1/value2;
```

Here, the result of dividing *value1* by *value2* is calculated by the computer and stored in the variable *var*.

Note that in all cases, the mathematical operation is on the *right* side of the equal sign — something like this:

```
value1+value2=var;
```

