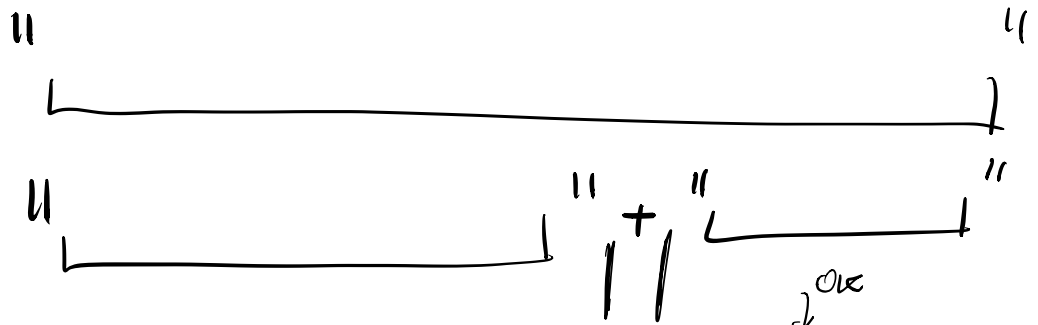


$$a = \left| (b * 1) / (c - 2) \right| \dots$$



$$a = (b * 1) / (c - 2) \Big| + \Big| \overset{or}{3}$$

var

a, b, c

int

float64

int

binari {  
+  
-  
\*  
/  
%  
unari {  
+  
-  
}

float64

binari {  
+  
-  
\*  
/  
unari {  
+  
-  
}



OVERLOADING

OPERATORI DI  
AUTASSEGNAMENTO

+=

-=

\*=

/=

%=

-

$$a += \text{espr} \iff a = a + \text{espr}$$

$$a += 1$$

$$a -= 1$$

$$a *= b$$

ISTRUZIONI DI INCREMENTO  
E DECREMENTO

$a++$

$a--$

```
a = a + 1
a += 1
a++
```

```
a = a - 1
a -= 1
a--
```

var a, b int

fmt.Scan(&a)

fmt.Scan(&b)

var c int

c = a + b

— = c

~~~~~

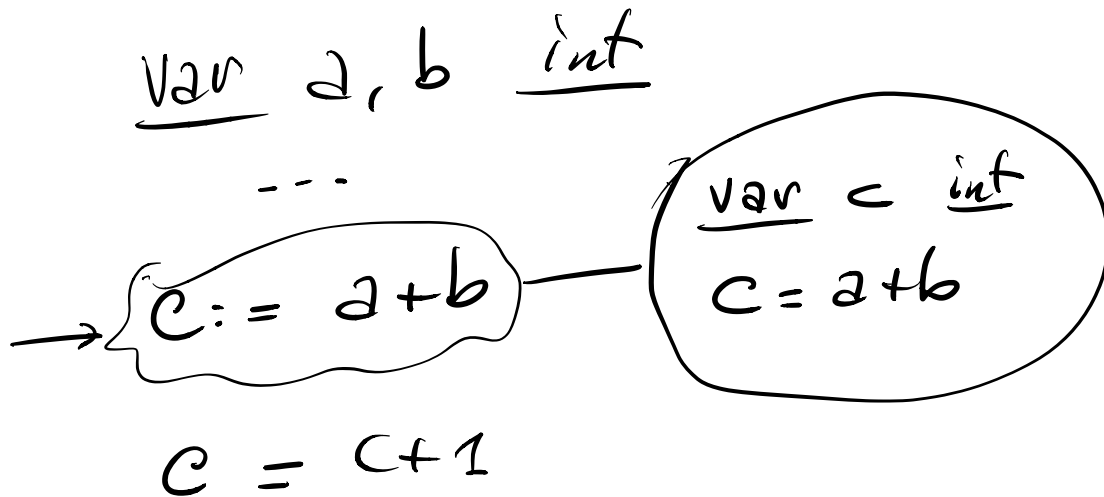
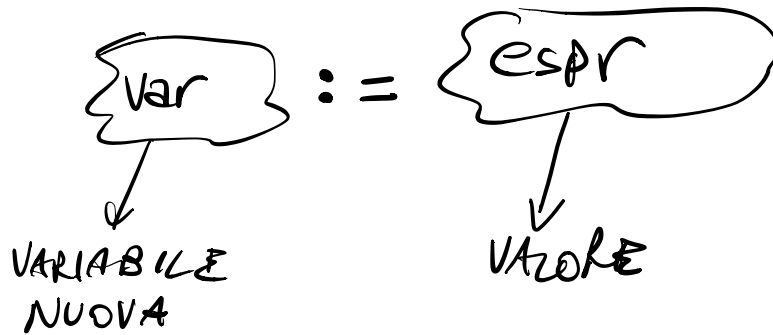
~~~~~

— = c

— = d

} —, — = c, d

# SHORT ASSIGNMENT



$$C := a + b$$

$$\dots \left\{ \begin{array}{l} c = 7 + x \end{array} \right.$$

}

---

|          |                     |
|----------|---------------------|
| $x$      | prezzo imponibile   |
| $\alpha$ | aliquota (es. 0.20) |

$$P = x + \alpha x$$

$$P = (1 + \alpha)x$$

$$x = \frac{P}{1 + \alpha}$$

# FUNZIONI DI CONVERSIONE

var = espr

var    a, b    int  
var    f, g    float64

a = b + f

f = a + b

f = a + g

IN Go

NO

int(---)

float64(---)

~~f = a + g~~

f = float64(a) + g

int(7.98) = 7

var somma, n int

NON  
COMPILA var media float64  
|| media = somma / n

NON  
COMPILA || media = float64 (somma/n)

COMPILA  
MA NON OK || media = float64(somma/n)

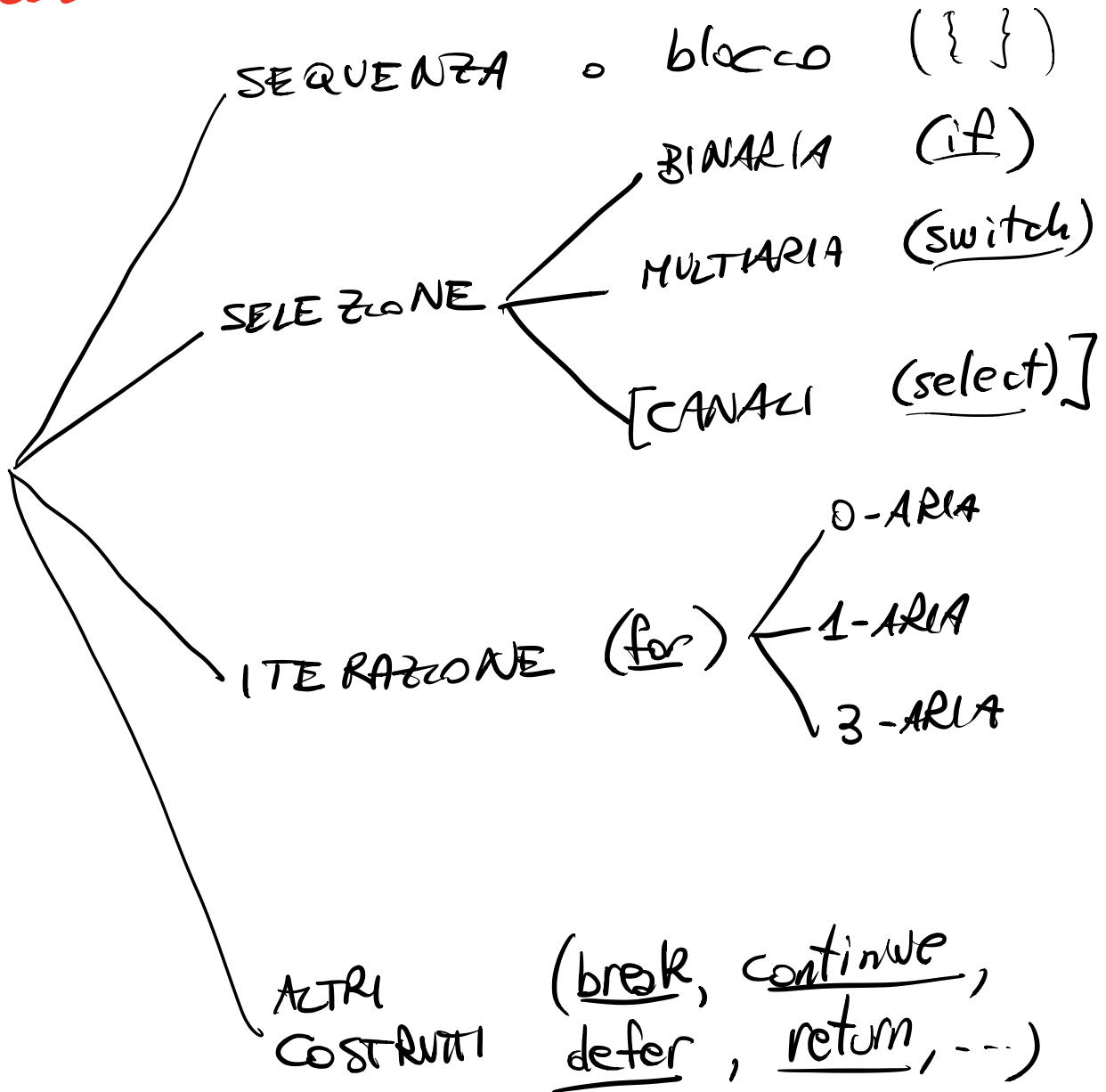
OK || media := float64(somma) / float64(n)

mediaIntera := int(media)

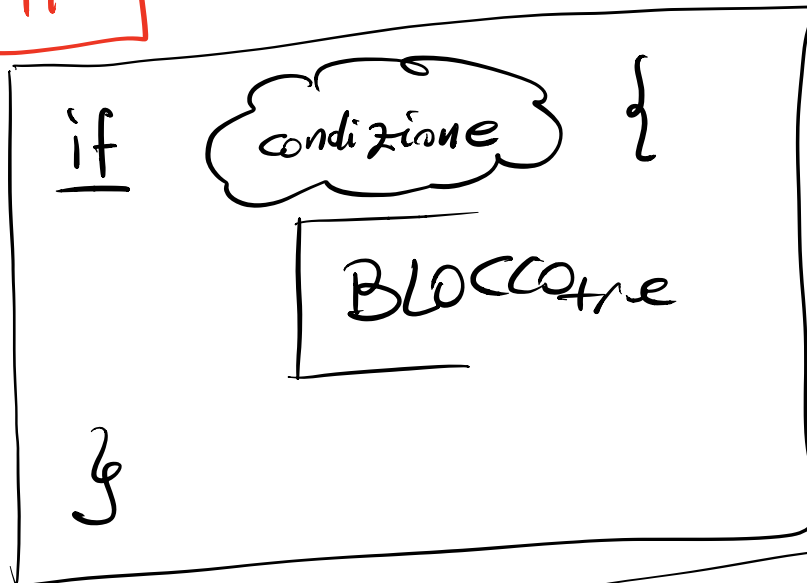
- 
- IVA / IMPONIBILE / PREZZO
  - DATO UN NUMERO,  
STAMPARE LA PARTE  
FRAZIONARIA
  - DATO UN NUMERO  
STAMPARE ARROTONDATO
  - CALCOLARE LA MEDIA  
DI DUE VALORI LETT  
IN INGRESSO  
11.11 TRE 11.11



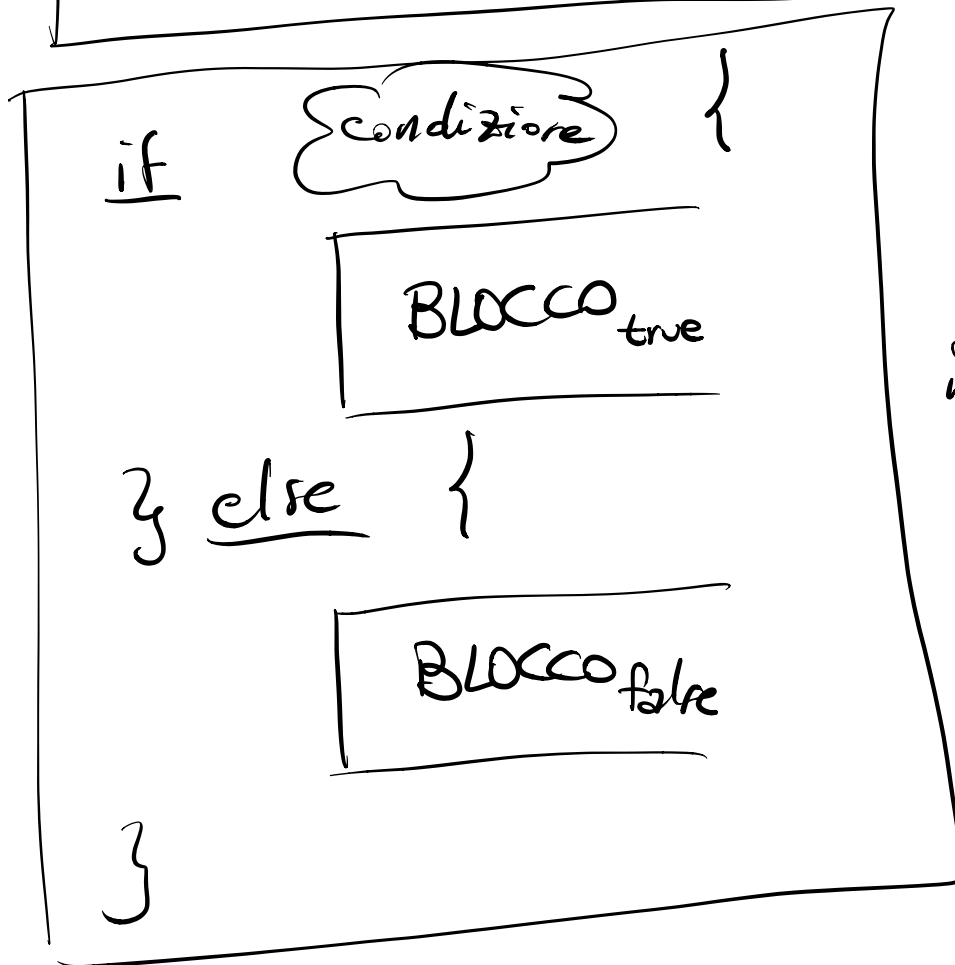
# STRUTTURE DI CONTROLLO DEL FLUSSO



## IF



if incompleto



if completo

# IF con ELSE IF

```
if {cond1} {  
    Blocco1  
}  
else if {cond2} {  
    Blocco2  
}  
else if {cond3} {  
    Blocco3  
}
```

```
else {  
    Bloccoelse  
}
```