

**Supplement: The & and | Operators**  
**For Introduction to Programming with C++**  
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C++ also provides the `&` and `|` operators. The `&` operator works exactly the same as the `&&` operator, and the `|` operator works exactly the same as the `||` operator with one exception: the `&` and `|` operators always evaluate both operands. Therefore, `&` is referred to as the *unconditional AND* operator, and `|` is referred to as the *unconditional OR* operator. In some rare situations when needed, you can use the `&` and `|` operators to guarantee that the right-hand operand is evaluated regardless of whether the left-hand operand is `true` or `false`. For example, the expression `(width < 2) & (height-- < 2)` guarantees that `(height-- < 2)` is evaluated. Thus the variable `height` will be decremented regardless of whether `width` is less than 2 or not.

**TIP**

Avoid using the `&` and `|` operators. The benefits of the `&` and `|` operators are marginal. Using them will make the program difficult to read and could cause errors. For example, the expression `(x != 0) & (100 / x > 1)` results in a runtime error if `x` is 0. However, `(x != 0) && (100 / x > 1)` is fine. If `x` is 0, `(x != 0)` is false. Since `&&` is a short-circuit operator, C++ does not evaluate `(100 / x > 1)` and returns the result as false for the entire expression `(x != 0) && (100 / x > 1)`.

**NOTE**

The `&` and `|` operators can also apply to bitwise operations. See Supplement III.K, "Bit Operations," for details.