

C++ operator precedence (tightest first)

()	grouping
[]	array access
-> .	member access
::	scoping
++ --	post-(inc dec)rement
!	logical <i>not</i>
~	bitwise complement
++ --	pre-(inc dec)rement
+ -	unary plus and minus
* &	dereference, address-of
(type)	cast
sizeof	size in bytes
->* .*	member pointer selectors
* / %	multiply, divide, modulus
+ -	add, subtract (binary)
<< >>	bitwise shift
< <= > >=	numerical comparison
== !=	(in)equality
&	bitwise <i>and</i>
^	bitwise <i>xor</i>
 	bitwise <i>or</i>
&&	logical <i>and</i>
 	logical <i>or</i>
?:	ternary conditional
=	assignment
+= -=	
*= /= %=	operator-and-assign
&= ^= =	
<<= >>=	
,	sequential evaluation

left to right **right to left**