There are few other important operators including **sizeof** and **?**: supported by C#.

Operator	Description	Example
sizeof	Returns the size of a data type.	sizeofint, returns 4.
typeof	Returns the type of a class.	typeofStreamReader;
&	Returns the address of an variable.	&a returns actual address of the variable.
*	Pointer to a variable.	*a; creates pointer named 'a' to a variable.
?:	Conditional Expression	If Condition is true ? Then value X : Otherwise value Y
is	Determines whether an object is of a certain type.	IfFordisCar // checks if Ford is an object of the Car class.
as	Cast without raising an exception if the cast fails.	Object obj = new StringReader " <i>Hello</i> " ;
		StringReader r = obj as StringReader;

Example

```
using System;
namespace OperatorsAppl
   class Program
   {
      static void Main(string[] args)
         /* example of sizeof operator */
         Console.WriteLine("The size of int is {0}", sizeof(int));
         Console.WriteLine("The size of short is {0}", sizeof(short));
         Console.WriteLine("The size of double is {0}", sizeof(double));
         /* example of ternary operator */
         int a, b;
         a = 10;
         b = (a == 1) ? 20 : 30;
         Console.WriteLine("Value of b is {0}", b);
         b = (a == 10) ? 20 : 30;
         Console.WriteLine("Value of b is {0}", b);
         Console.ReadLine();
      }
   }
}
```

When the above code is compiled and executed, it produces the following result:

```
The size of int is 4
The size of short is 2
The size of double is 8
```

Value of b is 30
Value of b is 20
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