### The boolean type and boolean operators

- Recall that Java provides a data type **boolean** which can take on only one of two values: **true** or **false**.
- boolean b = true; // stores the truth value true in b
- b = false; // overwrites b with the value false
- There are other ways to create boolean values and assign them into boolean variables besides a simplistic direct assignment of a boolean literal into a variable. Boolean operators produce true/false values.
- For example let's assume this declaration: int i = 10;
- We can assign a truth value into variable b using boolean operators like this: b = i < 20;
- The expression i < 20 is true since I contains the number 10. The value true is then assigned into the variable b.
- Let's look at a summary of all the boolean operators and their behavior.

# Boolean operators

true false	true true false	false false	& & 	<pre>&amp;&amp; is logical and    is logical or ! In logical negation (pronounced not)</pre>
			11	true and true
	true	false		crac and raise
true [	true	true	_	false and true
false	true	false		false and false
	false true	true false	!	true or true  true or false
and ALL conditions must be true				false or true false or false

or -- ANY condition can be true

#### boolean variables

boolean variables can have the value true or false. That's it.
boolean minor, foo;
int age = 21;

foo = true;
minor = ( age < 18 ); // (age<18) produces either true or false</pre>

What value is now in the variable minor?

## Relational operators

- Relational operators produce boolean values
- == equality
- != inequality
- < less than
- <= less than or equal
- > greater than
- >= greater than or equal
- Relational operators have higher priority than boolean operators
- x < y && a > b evaluated as if  $\rightarrow$  (x<y) && (a>b)
- Not a bad idea to parenthesis just for emphasis/clarity

### Short circuiting practice

Short-circuiting happens when the result can be determined before the entire expression has been examined What do each of the following boolean expressions evaluate to ? Which of the following expressions short circuit? boolean a = true, b = false; int c = 6, d = 5; a && (!b) a && b b && a b && (!a)  $a \mid \mid d < c$ d != 10 || b  $b \mid | c == 6$ d > 10 | | b

## More short-circuiting practice

```
boolean a = true, b = false;
int c = 6, d = 5;
    b \&\& (b || c < d)
    (c < d) | | b
    a && ((! b) || (c < d))
    a || b
    !a
    ! (a || b)
    !((c > d) \&\& a)
    (!b \&\& a) || (a \&\& d < c)
```

# not has a higher precedence than and/or

## DeMorgan's Law

DeMorgans Law - any expression can be equivalently expressed by multiplying a NOT through the boolean expression and changing || to && or changing && to ||

The negation of a conjunction is the disjunction of the negations  $!(p \& q) \rightarrow !p \mid | !q$ 

The negation of a disjunction is the conjunction of the negations  $!(p \mid \mid q) \rightarrow !p \&\& !q$ 

## and/or examples

#### • and examples

```
if (age > 6 \&\& age < 19)
  System.out.println("You should be in school!");
if (age < 18 && milesOverLimit > 20)
  System.out.println("Underage flagrant speeders get double fine!");
  fine *= 2;
• or examples
if ( letter == 'A' || letter == 'B' || letter == 'C' ) RIGHT
if (letter == 'A' | 'B' | 'C' ) WRONG
```

### More forms of the if statement

```
Simple conditional : use if
if (age < 21)
  System.out.println("too young to drink := (");
Two way branch: use if else
if (age < 18)
   System.out.println("too young to drink :=(");
else
  System.out.println("Draft or bottle?");
```

### three way branch - use an if else/if else

```
if (age < 18)
   System.out.println("too young to drink := (");
else if (age < 70)
  System.out.println("Draft or bottle?");
else
  System.out.println("How about some Geritol instead?");
```

### Good usage of the if test

```
You may have your if structured like this:
if ( <boolean expression here>)
  // nothing in the if part
else
 do something
In that case negate the test and put the action under the if
  instead of the else
if ( !<boolean expression here> )
     do something
```

### Now you don't need the else