

# Ch 4. Making Decisions

## Part 2

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Lecture 10

1

## Logical Operators

- Operators over boolean values:
  - **&&** AND (binary)  
**a && b** is true when both a and b are true
  - **||** OR (binary)  
**a || b** is true when either a or b is true
  - **!** NOT (unary)  
**!a** is true when a is false

2

# Logical Operators

- Examples

```
int x=6;
int y=10;

a. x == 5 && y <= 3
b. x > 0 && x < 10
c. x == 10 || y == 10
d. x == 10 || x == 11
e. !(x > 0)
f. !(x > 6 || y == 10)

bool flag;
flag = (x > 0 && x < 25);
g. !flag
h. flag || x < 100
```

3

## Precedence and Logical Operators

- ! is higher than most operators, so use parentheses:

```
int x;
... !(x < 0 && x > -10) ...
```

- && is higher than ||

```
int x, y;
... flag || x * 5 >= y + 10 && x == 5
// which op is first? second? etc?
```

- && and || are lower than arithmetic+relational operators: parens not usually needed

4

# Checking Numeric Ranges

- Want x to be in the range from 1 to 10 (incl)

```
a. if (1 <= x <= 10)
    cout << "YES" << endl;

    //NO, which op is done first?  second?

b. if (1 <= x && x <= 10)
    cout << "YES" << endl;

    -check: x=0?
    -check: x=5?
    -check: x=100?
```

5

# Short Circuit Evaluation

- What is the value of: `x != x && y > 10`
  - true
  - false
  - don't have enough information to determine
- Actually it is false.
  - `x!=x` is always false.
  - `false && ??` is always false
    - `false && false` is false
    - `false && true` is false

6

## Short Circuit Evaluation

- If expression on the left of && is false, the expression on the right is not evaluated, the result is false.
- If expression on the left of || is true, the expression on the right is not evaluated, the result is true.

7

## Watch out

- What is output?

```
int x=10, y=15;  
if (x+y)  
    cout << "x+y is true." << endl;
```

- anything not 0 (zero) is true.
- 0 (zero) is false.

- What is output?

```
int x;  
cin >> x;  
if (x = 5)  
    cout << x << endl;
```

- It always outputs: 5. Why??

8

# Watch out

- What is output?

```
double x = 1.0/9.0;

if (x+x+x + x+x+x + x+x+x == 1.0)
    cout << "Nine ninths is one" << endl;
else
    cout << "Uh Oh" << endl;
```

- Some fractional numbers cannot be stored exactly using binary (round-off errors)
- Computation can compound these errors.
- Don't test floating point values using equality