

# Topic 7

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# Boolean Variables and Operators

- Sometimes you need to evaluate a logical condition in one part of a program and use it elsewhere.
- To store a condition that can be **true** or **false**, you use a Boolean variable
- Variables of type **bool** can hold exactly two values, **false** or **true**.
  - **not** strings.
  - **not** integers; they are special values, just for Boolean variables.
  - BUT actually **false** is zero, and any non-zero value is treated as **true**.

# Boolean Variables

Here is a definition of a Boolean variable, initialized to **false**:

```
bool failed = false;
```

It can be set by an intervening statement so that you can use the value *later* in your program to make a decision:

```
// Only executed if failed has  
// been set to true  
if (failed)  
{  
    ...  
}
```

# Boolean Operators Motivation

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- Suppose you need to write a program that processes temperature values, and you want to test whether a given temperature corresponds to liquid water.
  - At sea level, water freezes at 0 degrees Celsius and boils at 100 degrees.
- Water is liquid if the temperature is greater than zero and less than 100.
- This not a simple test condition.

# Boolean Operators

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- When you make complex decisions, you often need to combine Boolean values.
- An operator that combines Boolean conditions is called a Boolean operator.
- Boolean operators take one or two Boolean values or expressions and combine them into a resultant Boolean value.

# The Boolean Operator && (and)

- In C++, the `&&` operator (called *and*) yields **true** only when *both* conditions are **true**.

```
if (temp > 0 && temp < 100)
{
    cout << "Liquid";
}
```

- If **temp** is within the range, then both the left-hand side *and* the right-hand side are **true**, making the whole expression's value **true**.
- In all other cases, the whole expression's value is **false**.

# The Boolean Operator `||` (or)

- The `||` operator (called *or*) yields the result **true** if at least one of the conditions is **true**.
  - This is written as two adjacent vertical bar symbols.

```
if (temp <= 0 || temp >= 100)
{
    cout << "Not liquid";
}
```

- If *either* of the expressions is **true**, the whole expression is **true**.
- The only way “Not liquid” won’t appear is if *both* of the expressions are **false**.

# The Boolean Operator ! (not)

- Sometimes you need to invert a condition with the logical *not* operator.
- The **!** operator takes a single condition and evaluates to **true** if that condition is **false** and to **false** if the condition is **true**.

```
if (!frozen) { cout << "Not frozen"; }
```

- “Not frozen” will be written only when frozen contains the value **false**.
- **!false** is **true**.



# Boolean Operator Truth Tables

- This information is traditionally collected into a table called a *truth table*, where *A* and *B* denote `bool` variables or Boolean expressions.

A	B	A && B
true	true	true
true	false	false
false	true	false
false	false	false

A	B	A    B
true	true	true
true	false	true
false	true	true
false	false	false

A	!A
true	false
false	true

# Boolean Operator Examples: Table 6 (Part 1)

Table 6 Boolean Operators		
Expression	Value	Comment
<code>0 &lt; 200 &amp;&amp; 200 &lt; 100</code>	<code>false</code>	Only the first condition is <code>true</code> . Note that the <code>&lt;</code> operator has a higher precedence than the <code>&amp;&amp;</code> operator.
<code>0 &lt; 200    200 &lt; 100</code>	<code>true</code>	The first condition is <code>true</code> .
<code>0 &lt; 200    100 &lt; 200</code>	<code>true</code>	The <code>  </code> is not a test for “either-or”. If both conditions are <code>true</code> , the result is <code>true</code> .
<code>0 &lt; 200 &lt; 100</code>	<code>true</code>	<b>Error:</b> The expression <code>0 &lt; 200</code> is <code>true</code> , which is converted to <code>1</code> . The expression <code>1 &lt; 100</code> is <code>true</code> . You never want to write such an expression; see Common Error 3.5.

## Boolean Operator Examples: Table 6 (Part 2)

Expression	Value	Comment
<code>-10 &amp;&amp; 10 &gt; 0</code>	<code>true</code>	<b>Error:</b> <code>-10</code> is not zero. It is converted to <code>true</code> . You never want to write such an expression; see Common Error 3.5.
<code>0 &lt; x &amp;&amp; x &lt; 100    x == -1</code>	<code>(0 &lt; x &amp;&amp; x &lt; 100)    x == -1</code>	The <code>&amp;&amp;</code> operator has a higher precedence than the <code>  </code> operator.
<code>!(0 &lt; 200)</code>	<code>false</code>	<code>0 &lt; 200</code> is true, therefore its negation is false.
<code>frozen == true</code>	<code>frozen</code>	There is no need to compare a Boolean variable with <code>true</code> .
<code>frozen == false</code>	<code>!frozen</code>	It is clearer to use <code>!</code> than to compare with <code>false</code> .

# Common Error – Combining Multiple Relational Operators

- Consider the expression

```
if (0 <= temp <= 100)...
```

This looks just like the mathematical test:

$$0 \leq \text{temp} \leq 100$$

- Unfortunately, it is not. It will compile OK, but will not run the way you expect.
- DO NOT USE THAT SYNTAX IN C++. INSTEAD, USE the Boolean && operator to combine two pair compares:

```
if (0 <= temp && temp <= 100)...
```

# Combining Multiple Relational Operators

- Another common error, along the same lines, is to write

```
if (x && y > 0) ... // Error
```

- instead of

```
if (x > 0 && y > 0) ...
```

**(x and y are ints)**

# Confusing && and | | Conditions

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- It is quite common that the individual conditions are nicely set apart in a bulleted list, but with little indication of how they should be combined.
- Our tax code is a good example of this.

# Common Error – Confusing `&&` and `||` Conditions

- Consider these instructions for filing a tax return.
- You are of single filing status if any one of the following is true:
  - You were never married.
  - You were legally separated or divorced on the last day of the tax year.
  - You were widowed, and did not remarry.
- Is this an `&&` or an `||` situation?
- Since the test passes if any one of the conditions is **true**, you must combine the conditions with the **or** operator.

# Confusing `&&` and `||` Conditions, continued

- Elsewhere, the same instructions:
- You may use the status of married filing jointly if all five of the following conditions are true:
  - Your spouse died less than two years ago and you did not remarry.
  - You have a child whom you can claim as dependent.
  - That child lived in your home for all of the tax year.
  - You paid over half the cost of keeping up your home for this child.
  - You filed a joint return with your spouse the year he or she died.
- `&&` or an `||`?
- Because all of the conditions must be `true` for the test to pass, you must combine them with an `&&`.



# Short Circuit Evaluation

When does an expression become **true** or **false**?

**expression && expression && expression && ...**

With &&'s, we can stop after finding the first **false**.

**expression || expression || expression || ...**

With ||'s, we can stop after finding the first **true**.

This is called *short circuit evaluation*

# DeMorgan's Law

- Suppose we want to charge a higher shipping rate if we don't ship within the continental United States.

```
shipping_charge = 10.00;  
if (!(country == "USA"  
      && state != "AK"  
      && state != "HI"))  
    shipping_charge = 20.00;
```

This test is a little bit complicated.

DeMorgan's Law to the rescue!

## DeMorgan's Law, continued

- DeMorgan's Law allows us to rewrite complicated *not/and/or* messes so that they are more clearly read.

```
shipping_charge = 10.00;  
if (country != "USA"  
    || state == "AK"  
    || state == "HI")  
    shipping_charge = 20.00;
```

Ah, much nicer.

But how did they do that?

# DeMorgan's Law Equivalencies

- DeMorgan's Law:

**! (A && B) is the same as !A || !B**

(change the && to || and negate all the terms)

**! (A || B) is the same as !A && !B**

(change the || to && and negate all the terms)

# Simplification Examples: DeMorgan's, et al

- Simplify the following logical conditions:

```
int n; bool b; //definition of variables
```

```
n < 5 || n == 5
```

```
n <= 5 && n != 5
```

```
n <= 5 && n >= 5
```

```
n <= 5 || n >= 5
```

```
!(n <= 5)
```

```
!!b
```

```
b == true
```

```
b == false
```