Decision Making

If sunny wear sandals, otherwise shoes

Paul Solt
iPhoneDev.tv

if/else


```
if(snowing) {
    printf("Shovel the driveway");
} else {
    printf("Sleep in!");
}
```

Conditionals

- **0** : false

- **1** : true (non-zero)

Conditionals

- **0** : false

- **1** : true (non-zero)

- Objective-C

  - **0** : NO

  - **1** : YES

Operators

- `iPadMini < iPad`

- `1000 > 10`

- `numberOfEyes == 3`

<	Less than
>	Greater than
<=	Less than or equal to
>=	Greater than or equal to
==	Equal to
!=	Not equal to

Operators

- `iPadMini < iPad`

- `1000 > 10`

- `numberOfEyes != 3`

<	Less than
>	Greater than
<=	Less than or equal to
>=	Greater than or equal to
==	Equal to
!=	Not equal to

Logical Operators

- `halfTank && lowPrice`

- `snowing || below32F`

- `!(money <= 500)`

  - i.e. `(money > 500)`

&&	AND
||	OR
!	NOT

Paul Solt
iPhoneDev.tv

else if

```c
if(sunny) {
    printf("T-shirt weather!");
} else if(raining) {
    printf("Umbrella time!");
} else {
    printf("Sweatshirt weather!");
}
```

Paul Solt
iPhoneDev.tv

Demo

Paul Solt
iPhoneDev.tv