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using System;

using System.Collections.Generic;

using System.Text;

namespace ConsoleApp2

{

class Class1

{

static void Main(string[] args)

{

int a = 1;

int b = 3;

//use negated expression.

if (!(a == 1 && b == 2)) //true \* false = false

{

Console.WriteLine(true);

}

// Use binary or version.

if (a != 1 || b != 2) // false + true = true

{

Console.WriteLine(true);

}

}

}

}