

# LOGICAL OPERATORS

- ! NOT
- && AND
- || OR
- == EQUAL
- != NOT EQUAL
- ^ EXCLUSIVE OR (don't worry about this one)

Note the difference between == and = and be careful to use the right one:

= is assignment and it saves the object on the right in the object on the left

== is logical equality. It asks a question, are both sides the same?

# LOGICAL OPERATOR PRACTICE

- What prints if:

– i = 1; j = 0;

– i = 2; j = 1;

– i = 3; j = 0;

```
2
3  if (((i == 1) || (i - j > 2)) && (i = i + 1))
4      cout << i << " " << j;
5      cout << "The if statement was false";
6
```