

```
public class Trieda
{
    public boolean F1()
    {
        return false;
    }
    public boolean F2()
    {
        //Urob nieco
        return true;
    }
    public void Test()
    {
        if (F1() && F2())
        //Urob nieco
    }
}
```

**IF!!!**

```
public class Trieda
{
    public boolean F1()
    {
        return true;
    }
    public boolean F2()
    {
        //Urob nieco
        return true;
    }
    public void Test()
    {
        if (F1() || F2())
        //Urob nieco
    }
}
```

**POZOR, METÓDA F2 SA NEZAVOLÁ!!!**