

```
#include <stdio.h>
```

```
int main() {
```

```
    int a, b, c;
```

```
    scanf("%d %d %d", &a, &b, &c);
```

```
    if (a > b) {
```

```
        if (a > c) {
```

```
            printf("%d", a); //V
```

```
        }
```

```
    } else {
```

```
        printf("%d", c); //F
```

```
    }
```

```
    } else {
```

```
        //F
```

```
        if (b > c) {
```

```
            printf("%d", b);
```

```
        }
```

```
    } else {
```

```
        printf("%d", c);
```

```
    }
```

```
}
```

```
}
```



```
if(a > b){  
    if(a > c){  
        printf("%d", a);  
    }  
}
```

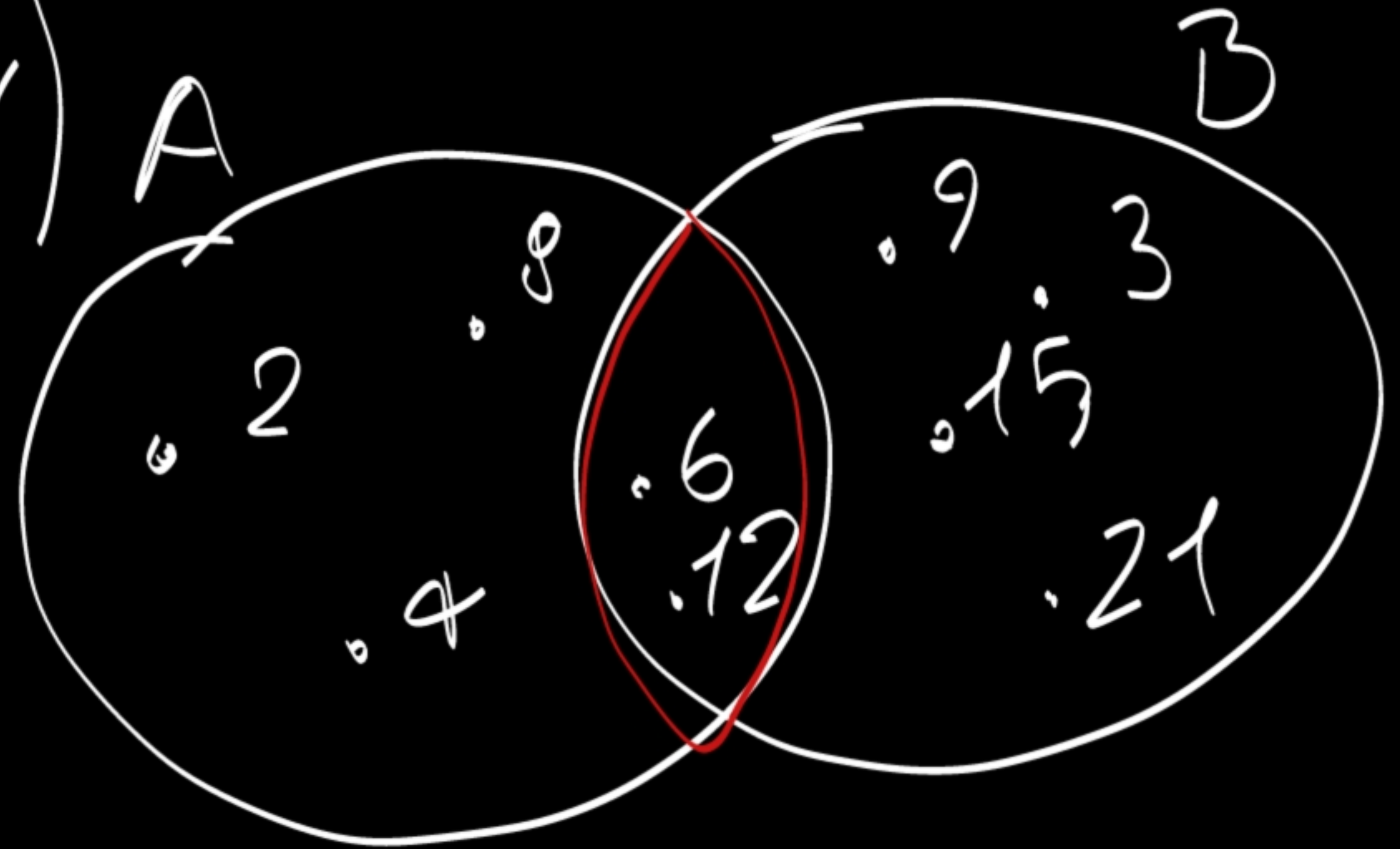
→ if(a > b && a > c)
AND



OPERATOR LOGIC

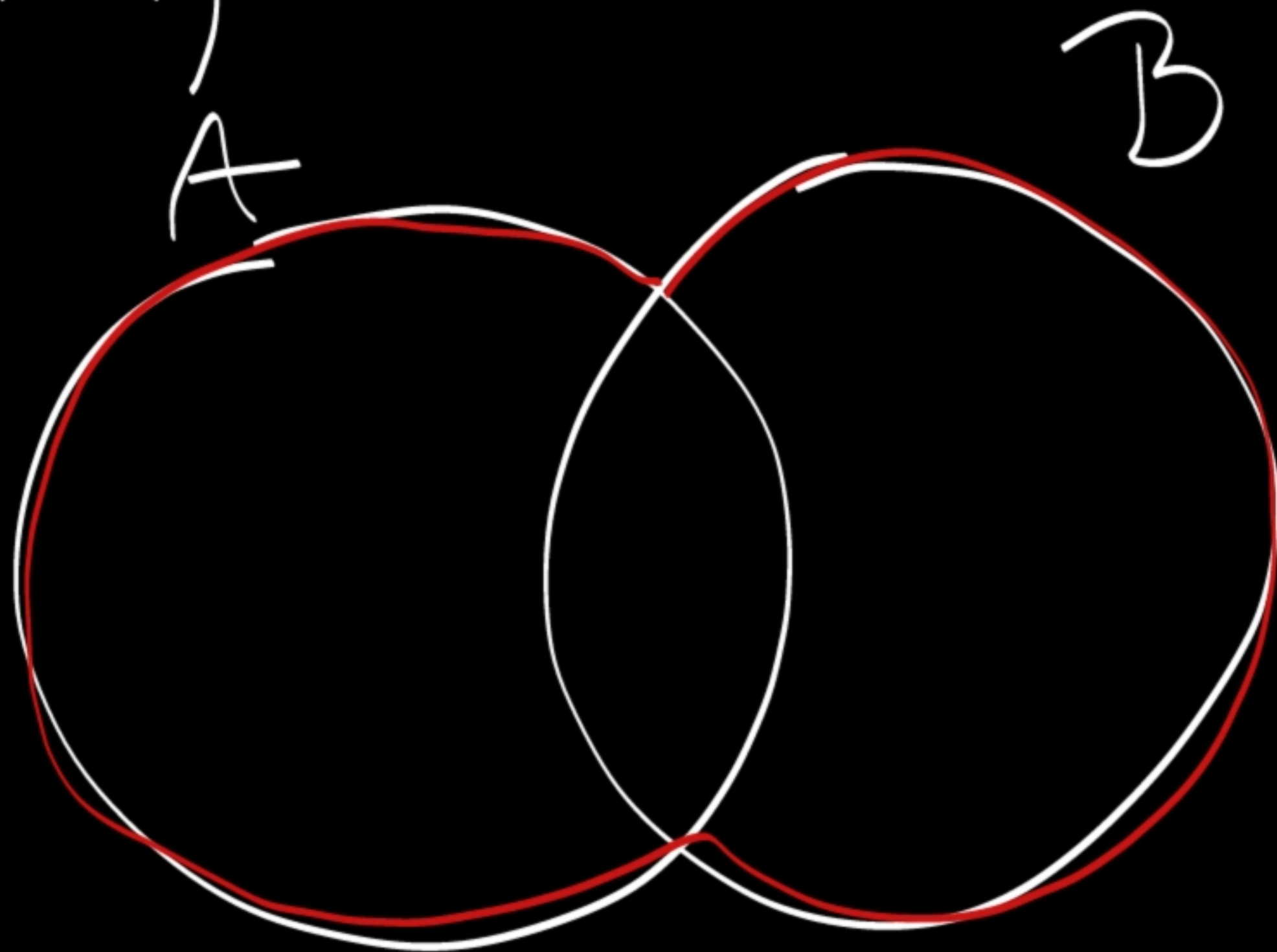
AND (&&) (\cap) (\wedge) A

A = COND1	B = COND2	A && B
0	0	0
0	1	0
1	0	0
1	1	1



OR (11) (\cup) (A)

A	B	A B
0	0	0
0	1	1
1	0	1
1	1	1



ES AND

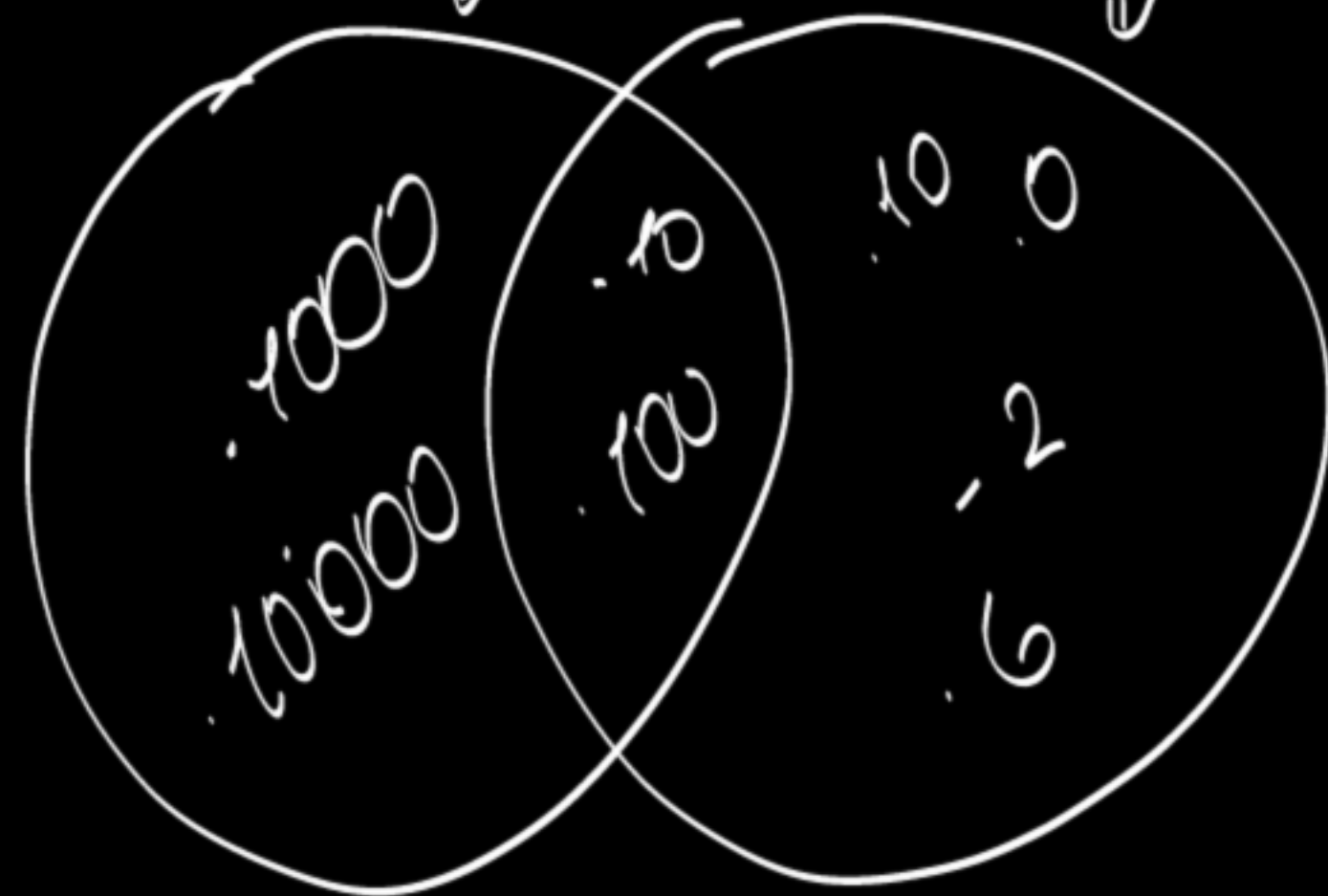
$10 \leq x \leq 100$

$\rightarrow (x \geq 10 \text{ AND } x \leq 100)$

if ($x \geq 10 \&\& x \leq 100$) {

...
}
else {

}



$(x < 10 \parallel x > 100)$

ES OR

$$y \geq 150 \cup y \leq -2$$

$$y \leq -2 \cup y \geq 150$$

if ($y \leq -2$ || $y \geq 150$) {



$$(-2 < x < 150)$$

A red arrow points from the expression $(-2 < x < 150)$ to the red wavy line in the number line diagram above.

}
else {

}

NOT (!) = NEGAZIONE ($\neg A$, \bar{A})

A	!A
0	1
1	0

! ($x \geq 10$ && $x \leq 100$)

↓ ↓ ↓

NEGAZIONE / NOT

($x < 10$ || $x > 100$)

$$1 \mid (x < -2 \mid \mid y > 150)$$



$$(x > -2 \&\& y < 150)$$

$$(-2 < y < 150)$$