Topics. Booleans, Boolean Operators, Extra topic-Binary 10p Booleans - They are essentially True, False In Python they are represented as follows: False -> y= False Boolean Operators - There are three Boolean operators And, Dr, Not In Python, rep. as follows: Boolean Truth tables - The and or not ops. have the following fruth tables a black o o o Both a, b must be I (True) for the output 1 0 0 f to be True ablalb 2000 Either a, b must be I for the output

1 1 0 7 Revises the bostean Value Extra Topic-Read it interested

Binary - Represented in base 2 is 0,1 Example - 0000,0101,... Converting from bese 2 to base 10 can be done easily.
Note: 000 .... 000 The general formula is as follows! Answer to = El K\* 2' Indicates whether a bit is of or 1 Example: 0101 - > \( \text{X} \tau^{i} - (1 \times 2^{i}) + (1 \times 2^{i}) \) \( 2 + 4 = 5 \)
Always Starts at least significant bit (rightmost) and moves left Bitwise Operators There are a few between operaturs: Mexclusive or) (bitwise or) 2 output I it & (bitwise and) 10100 Tat least 1 bit 10000 8 0000 0000 is True, but it 0100 both are True the 0100 output is false! 1 0100 0100 0000

LC (Shiff logical left) - Moves 6:4 left (4)
LC (Shiff logical left) - Moves 6:45 left (4)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0001 -> 0010 (2 * 1)  1 < < 0
>7 (Shift arithmetic vight)-moves bits right (//)
>7 (Shift arithmetic right)-moves bits right (//) and sign extends.  1 >70010 -> 0001 (2/2')
If Statements-rep. as follows  if Condition: Condition must evaluate to True for Code to be  Code
If elif (else if) - Identical to if but with elif
if condition: If if statement is tolse then the elit code. I conditional is checked elif condition!  Code  Code
If elif else - Else statement executed it no condition is True
if condition!
elif condition.
else: Zelse statement has no conditional statement to eval.

Examples X=3 yz 5 if x75! else if x >y'. print ("OK") ele. print("OK"). 1=3. if 5>3! Both if print ("...") Gare executed Mit y>3'. print ("ore") else, print("2") if 375! \_\_\_\_\_if 375 and 5!=6: if 51:6