



# **Booleans**

Comparisons and Conditionals

Duration: 30 minutes

Q&A: 5 minutes by the end of the lecture





```
function abs (x) {
  // todo: write some code...
```

Let's imagine we want to write a function that will calculate the **absolute value** of a number.



```
function abs (x) {
  // todo: write some code...
}
abs(1); // => 1
```

When we call our function, it will give us the non-negative value of whatever number was passed into our function.



```
function abs (x) {
   // todo: write some code...
}

abs(1); // => 1
abs(-2); // => 2
```

When we call our function, it will give us the non-negative value of whatever number was passed into our function.



```
function abs (x) {
  // todo: write some code...
}

abs(1); // => 1
 abs(-2); // => 2
 abs(0); // => 0
```

When we call our function, it will give us the non-negative value of whatever number was passed into our function.



```
function abs (x) {
  // todo: write some code...
abs(1); // => 1
abs(-2); // => 2
abs(0); // => 0
```

Q: How would we go about writing this function, using the tools that we've covered in this class so far?



```
function abs (x) {
  // todo: write some code...
}

abs(1); // => 1
 abs(-2); // => 2
 abs(0); // => 0
```

**Hint:** When writing a function that solves a problem, it's helpful to start by discussing a possible solution to the problem without writing code. How would you describe the process for finding the absolute value of a number?

function abs (x) {
 // todo: write some code....

"If x is greater than or equal to 0, then return x. Otherwise, return -x to flip the sign."

abs(1); // => 1 abs(-2); // => 2 abs(0); // => 0

This explanation will do nicely. Now let's reframe our original question.

Q: How can we translate this explanation into code, using the tools that we've covered in this class so far?

```
function abs (x) {
// todo: write some code...
```

"If x is greater than or equal to 0, then return x. Otherwise, return -x to flip the sign."

```
abs(1); // => 1
abs(-2); // => 2
abs(0); // => 0
```

A: We can't! Not yet, anyway.

abs(-2); // => 2 abs(0); // => 0

```
function abs (x) {
  // todo: write some code...
}
abs(1); // => 1
```

"If x is **greater than or equal to 0**, then return x. Otherwise, return -x to flip the sign."

First, we haven't yet discovered a way to determine if a number is greater than or equal to zero.

```
function abs (x) {
  // todo: write some code....
```

```
"If x is greater than or equal to 0, then return x. Otherwise, return -x to flip the sign."
```

```
abs(1); // => 1
abs(-2); // => 2
abs(0); // => 0
```

Second, we haven't learned how to do things conditionally.

```
function abs (x) {
  // todo: write some code...
```

"If x is greater than or equal to 0, then return x. Otherwise, return -x to flip the sign."

```
abs(1); // => 1
abs(-2); // => 2
abs(0); // => 0
```

We'll need to learn some new concepts before we can solve this problem. Let's put it aside for now.





#### **Booleans**

**Booleans** are a data type that is used to represent *true* and *false* values.

Whereas strings and numbers have infinite possible values, Booleans can only be *true* or *false*.

Try typing the two boolean values into your JavaScript console.



A **comparison operator** will compare two values and return a boolean value indicating whether that expression evaluates to true or false.

```
3 > 5 // => false
9 < 10 // => true
'hello' === 'world' // => false
```



Here are some common mathematical comparison operators you will use when writing JavaScript:

>	greater than
<	less than
>=	greater than or equal to
<=	less than or equal to
===	equal to
!==	not equal to



These are comparison operators you should **never** use:

==	equal to
!=	not equal to

These operators perform loose-equality comparisons, something that is undesirable in almost all circumstances.



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==	equal to	
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abs(1); // => 1 abs(-2); // => 2 abs(0); // => 0

"If x is **greater than or equal to 0**, then return x. Otherwise, return -x to flip the sign."

Let's briefly revisit our absolute value function. We now have the knowledge to determine whether or not *x* is greater than or equal to zero.

function abs (x) {
 // todo: write some code....

"**If** x is greater than or equal to 0, then return x. **Otherwise**, return -x to flip the sign."

```
abs(1); // => 1
abs(-2); // => 2
abs(0); // => 0
```

Our question is posed in the form of "if some condition is met, then do this thing. Otherwise, do a different thing." We can represent this kind of question in code using **conditional statements**.







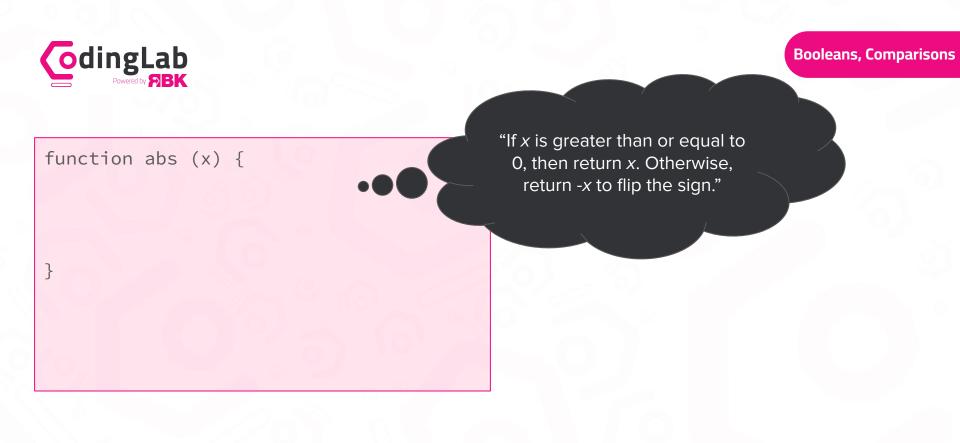
```
if ( <condition> ) { // 1. check the condition
}
```



```
if ( <condition> ) { // 1. check the condition
    // 2. code that will only execute if <condition> is met
}
```



```
if ( <condition> ) { // 1. check the condition
    // 2. code that will only execute if <condition> is met
}
// 3. program execution continues
```



Now that we know how to compare values and write conditionals, let's finish writing our absolute value function.



```
function abs (x) {
  if (x >= 0) {
  }
```

"If x is greater than or equal to 0, then return x. Otherwise, return -x to flip the sign."

**Booleans, Comparisons** 

First we check our condition.



```
"If x is greater than or equal to 0, then return x. Otherwise, return -x to flip the sign."
```

**Booleans, Comparisons** 

```
function abs (x) {
  if (x >= 0) {
    return x;
  }
}
```

Now we'll add the code that should only be run when our condition is met.



return -x;

```
function abs (x) {
  if (x >= 0) {
    return x;
}
```

"If x is greater than or equal to 0, then return x. Otherwise, return -x to flip the sign."

**Booleans, Comparisons** 

Finally, we'll add some code outside of our conditional.



```
function abs (x) {
  if (x >= 0) {
    return x;
  return -x;
```

We've completed our absolute value function, but there's some interesting syntax to examine here. **Q**: Can you identify something interesting about this function's syntax?



```
function abs (x) {
  if (x >= 0) {
    return x;
  return -x;
```

**A:** This function has two return statements! We know that functions will only provide one value after performing some work. **How can we know what value this function will actually return?** 



```
function abs (x) {
 if (x >= 0) {
    return x;
 return -x;
abs(-32);
```

Let's discover the answer to this question by invoking abs. We'll step through this function line-by-line, examining it as though we were the computer executing this code. The pink arrow will indicate which line we're evaluating.

```
coding Lab
function abs (x) {
  if (x >= 0) {
    return x;
  return -x;
abs(-32);
```

We've invoked abs with an argument of -32. Recall that this value will be substituted inside our function every time we see the label x throughout this particular invocation of abs.

```
coding Lab
Powered by PIBK
```

```
function abs (x) {
  if (x >= 0) {
    return x;
  }
  return -x;
}
abs(-32);
```

We hit our conditional statement and must evaluate the expression inside. Is -32 greater than or equal to 0?

```
coding Lab
Powered by FIBK
function abs (x) {
  if (x >= 0) {
     return x;
   return -x;
abs(-32);
```

It is not, so we will skip over all of the code inside our if statement.

```
Coding Lab
function abs (x) {
  if (x >= 0) {
    return x;
  return -x;
abs(-32);
```

We reach a return statement. When the JavaScript interpreter encounters a return statement, it will evaluate the expression to the right of return, provide that value as the result of the function's work, and exit the function.

```
Coding Lab
Powered by FIBK
function abs (x) {
  if (x >= 0) {
     return x;
  return -x;
abs(-32);
```

In this invocation, that expression is -(-32), which will evaluate to the positive numerical value 32.



```
function abs (x) {
 if (x >= 0) {
    return x;
  return -x;
abs(-32);
```

The interpreter returns to this expression in which we invoked abs, now evaluated to the value 32.



```
function abs (x) {
  if (x >= 0) {
    return x;
  }
  return -x;
}
abs(-32); //=> 32
abs(24);
```

Let's add another invocation of abs, this time with a number that is already positive. What will happen differently in this second invocation?

```
coding Lab
Powered by PBK
```

```
function abs (x) {
 if (x >= 0) {
    return x;
  return -x;
abs(-32); //=> 32
abs(24);
```

We enter into our function, now substituting the value 24 every time we encounter the label x.

```
coding Lab
Powered by FIBK
```

```
function abs (x) {
  if (x >= 0) {
    return x;
  }
  return -x;
}
abs(-32); //=> 32
abs(24);
```

Our conditional statement will evaluate this expression: is 24 greater than or equal to 0?

```
coding Lab
Powered by PBK
```

```
function abs (x) {
 if (x >= 0) {
  return x;
  return -x;
abs(-32); //=> 32
abs(24);
```

This time our expression evaluates to true, so we must execute the code inside. We encounter a return statement. **Q:** What do you believe will happen next?



```
function abs (x) {
  if (x >= 0) {
    return x;
  }
  return -x;
}

abs(-32); //=> 32
abs(24); //=> 24
```

Remember that the return statement indicates that a function has finished running and should provide a value as its final result. The interpreter passes over any remaining code in the function.



```
function abs (x) {
  if (x >= 0) {
    return x;
  }
  return -x;
}
abs(-32); //=> 32
abs(24); //=> 24
```

After this exploration, we should have enough information to confidently answer our original question: **How can we know what value this function will actually return?** 



```
function abs (x) {
  if (x >= 0) {
    return x;
  }
  return -x;
}
abs(-32); //=> 32
abs(24); //=> 24
```

The answer depends upon which return statement is evaluated first. Once a return statement is evaluated, the function will cease execution and return control of the program to the line on which the function was invoked.



# That's it