## **Truthy/Falsey Testing**

```
color = input("enter a color: ")
if color:
    print(f"{color} is my favorite color too!")

# Another example
num_lives = 0
if num_lives:
    print("STILL PLAYING THE GAME!")
else:
    print("GAME OVER, OUT OF LIVES!")
```

## **Logical #Operator Precedence**

Order first to last: NOT >> AND >> OR, can change order with parenthesis

```
#Operator Precedence:
#NOT
#AND
#OR

day = "Tuesday"
is_vet = True
age = 56
# Veterans get in free on Tuesdays
# Infants under 2 get in for free always

if age <= 2 or is_vet and day == "Tuesday":
    print("YOU GET IN FOR FREE TODAY!")

if not (age <= 2 or is_vet and day == "Tuesday"):
    print("YOU HAVE TO BUY A TICKET!")</pre>
```

## **Rock Paper Scissors Exercise**

```
paper = """
scissors = """
num = randint(1,3)
   comp_move = "rock"
   comp_move = "paper"
   comp_move = "scissors"
player_move = input("enter your move (rock, paper, or scissors): ").lower()
if player_move == "rock":
   print(rock)
elif player_move == "paper":
   print(paper)
elif player_move == "scissors":
  print(scissors)
if comp_move == "rock":
```

```
print(rock)
elif comp_move == "paper":
    print(paper)
elif comp_move == "scissors":
    print(scissors)

# Figure out who wins and print the result!
if comp_move == player_move:
    print("IT'S A TIE!")
elif player_move == "rock" and comp_move == "scissors":
    print("YOU WIN!!!")
elif player_move == "paper" and comp_move == "rock":
    print("YOU WIN!!!")
elif player_move == "scissors" and comp_move == "paper":
    print("YOU WIN!!!")
else:
    print("YOU LOSE!!!")
```