A tour of Nix

19 / 35 Attribute sets and booleans

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To learn the basic syntax of Nix, replace every XX in the function body with values from the attribute `attrSet` bound in the let scope.

Each individual exercise `ex00, ex01, ...` should evaluate to `true`.

Note: Remove the `#` to uncomment the exercises as you proceed.

See Nix documentation for more details on `attribute sets`.

Note: See video @youtube

```
let
  attrSet = {x = "a"; y = "b"; b = {t = true; f = false;};};
  attrSet.c = 1;
  attrSet.d = null;
  attrSet.e.f = "g";
in
rec {
  #boolean
  ex0 = attrSet.b.t;
  #equal
#  ex01 =  "a" == attrSet.XX;
  #unequal
#  ex02 = !("b" != attrSet.XX );
  #and/or/neg
#  ex03 = ex01 && !ex02 || ! attrSet.XX;
  #implication
#  ex04 = true -> attrSet.XX;
#  ex05 = attrSet.XX ? e;
}

```

reset solution run

```
let
  attrSet = {x = "a"; y = "b"; b = {t = true; f = false;};};
  attrSet.c = 1;
  attrSet.d = null;
  attrSet.e.f = "g";
in
rec {
  ex0 = attrSet.b.t;
  #equal
  ex01 = "a" == attrSet.x;
  #unequal
  ex02 = !("b" != attrSet.y);
  #and/or/neg
  ex03 = ex01 && !ex02 || !attrSet.b.f;
  #implication
  ex04 = true -> attrSet.b.t;
  #contains attribute
  ex05 = attrSet ? e;
}
```