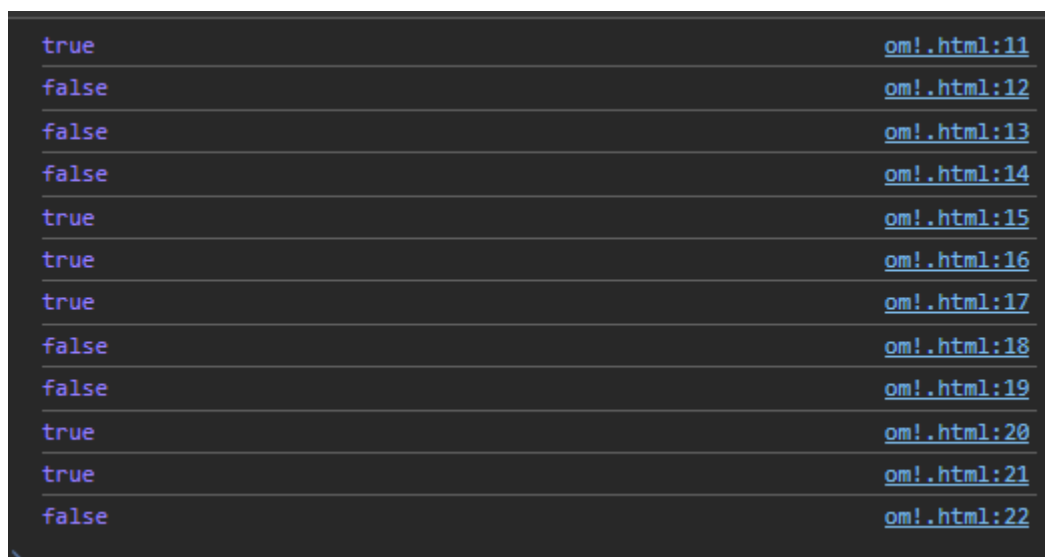


TASK 41:

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,initial-scale=1">
    <title> document</title>
  </head>
  <body>
    <script>
      console.log(true && true);
      console.log(true && false);
      console.log(false && true);
      console.log(false && false);
      console.log(true || true);
      console.log(true || false);
      console.log(false || true);
      console.log(false || false);
      console.log(!true);
      console.log(!false);
      console.log(!0);
      console.log(!1);
    </script>
  </body>
</html>
```

OUTPUT:



true	om!.html:11
false	om!.html:12
false	om!.html:13
false	om!.html:14
true	om!.html:15
true	om!.html:16
true	om!.html:17
false	om!.html:18
false	om!.html:19
true	om!.html:20
true	om!.html:21
false	om!.html:22

TASK 42:

```

<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,initial-scale=1">
    <title> document</title>
  </head>
  <body>
    <script>
let number = 15;
let lBound = 10;
let uBound = 20;
if (number >= lBound && number <= uBound) {
  console.log("within the range.");
} else {
  console.log("out of the range.");
}
    </script>
  </body>
</html>

```

OUTPUT:

```

  within the range.                                om!.html:15
>

```

TASK 43:

```

<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,initial-scale=1">
    <title> document</title>
  </head>
  <body>
    <script>
let i= true;
console.log(i);
i = !i;
console.log(i);
    </script>
  </body>
</html>

```

OUTPUT:

```
true                                     om!.html:12
false                                    om!.html:14
>
```

TASK 44:

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,initial-scale=1">
    <title> document</title>
  </head>
  <body>
    <script>
let a = false;
let b = true;
let result = a && b;
console.log(result);
let x = true;
let y = false;
let result1 = x || y;
console.log(result1);
    </script>
  </body>
</html>
```

OUTPUT:

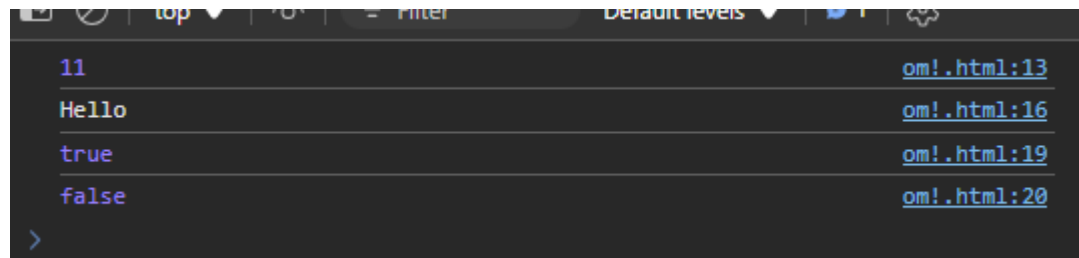
```
false                                     om!.html:14
true                                      om!.html:18
>
```

TASK 45:

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,initial-scale=1">
    <title> document</title>
  </head>
  <body>
    <script>
let a = 5;
let b = 11;
console.log(a && b);
```

```
let x = 0;  
let y = "Hello";  
console.log(x || y);  
let val1 = 0;  
let val2 = "hi";  
console.log(!val1);  
console.log(!val2);  
</script>  
</body>  
</html>
```

OUTPUT:



The screenshot shows a browser's developer console with a dark background. At the top, there is a toolbar with icons for opening the console, toggling the console, a search bar, and a filter dropdown set to 'Default levels'. Below the toolbar, the console displays four log entries, each with a line number on the left and a source link on the right. The entries are: '11' (source: [om!.html:13](#)), 'Hello' (source: [om!.html:16](#)), 'true' (source: [om!.html:19](#)), and 'false' (source: [om!.html:20](#)). A green cursor is visible at the bottom left of the console area.

11	om!.html:13
Hello	om!.html:16
true	om!.html:19
false	om!.html:20