More general form of conditions

Sometimes we might want to do something if two conditions are true, or one of two conditions is true...

Compound conditions:

- "AND" : condition1 && condition2 : true only if both true.
- "OR" : condition1 | condition2 : true only if at least one is true.
- "NOT": ! condition: true if only if condition is false.

Components of compound conditions may themselves be compound conditions,

e.g. condition1 && (condition2 || condition3)

Example 1

Example of execution

- income = 1000 : Condition is false, consequent not executed.
- income = 200000: tax = (200000 180000) * 0.1 is executed.
- income = 600000 : Nothing happens.

Note

Same condition may be expressed in many ways.

```
(income >= 180000) is same as !(income < 180000) (income <= 500000) is same as !(income > 500000)
```

Previous statement can be written as

```
if (!(income < 180000) && !(income > 500000))
tax = (income — 180000) * 0.1;
```

Another example

- Consider rectangle lying between lines x=0, x=10, y=50, y=70.
- Let (X,Y) denote the coordinates of a point.
- The point is inside the rectangle if $0 \le X \le 10$, and $50 \le Y \le 70$
- To check this we will write the condition:

Do not write 0 <= X <= 10

What we discussed

- More general ways of specifying the conditions.
- Note: ! Has higher precedence than && which has higher precedence than | |

!P && Q | R is same as ((!P) && Q) | R

Next: A somewhat large example based on what we have learned so far.



Logical Data

- We have seen that we can "evaluate" conditions, combine conditions.
- Why not allow storing the results (true or false) of such computations?
- Indeed, C++ has data type **bool** into which values of conditions can be stored.
- **bool** is named after George Bool, who formalized the manipulation of conditions/logical data.

The data type bool

bool highincome, lowincome;

• Defines variables **highincome** and **lowincome** of type **bool**.

highincome = (income > 800000); bool fun = true;

- Will set **highincome** to true if the variable **income** contains value larger than 800000.
- true and false: boolean constants.
- boolean variables which have a value can be used wherever "conditions" are expected, e.g.

if(highincome) tax = ...

Exercise: write a program to test if a given number n is prime.

- How will you do this manually?
 - Eratosthenes' sieve
 - We are required to "remember" all the primes determined till n.
 - So far we have no way of doing this
- Can we do something less efficient, but without requiring us to remember too many things?
 - Check if any of the numbers from 2 to n-1 divide n.

Solution

```
#include <simplecpp>
main_program{
 int n, divisor=2; cin >> n;
 bool divisorFound = false; // no divisor found for n so far
// check if divisor divides n as it varies from 2 to n-1
// if divisor divides n, set divisorFound = true
 repeat(n-2){
  if(n % divisor == 0) divisorFound = true;
  divisor = divisor + 1;
 if(!divisorFound) cout <<"Prime.\n";
 else cout <<"Composite.\n";
```

Exercise

Execute the program mentally for n = 100.

- What answer does it produce?
- Are you happy with how the program executes?

Summary

- Conditional execution makes life interesting.
- 3 forms of if.
 - You can nest if statements inside each other: some pitfalls in this are discussed in the book.
- Compound conditions
- Logical data

Try the exercises at the end of the book.



A different way to control the turtle

- We will write a program which reads commands from the user, and accordingly controls the turtle.
 - 'f': turtle should execute forward(100).
 - 'r': turtle should turn right(90).
 - 'l': turtle should turn left(90).
 - Stop after 100 commands are executed.

The program

```
main_program{
char command;
turtleSim();
repeat(100){
 cin >> command;
 if (command == 'f') forward(100);
 else if (command == 'r') right(90);
 else if (command == 'l') left(90);
 else cout << "Not a proper command,"
       << command << endl;
```

Demo

Exercise

- Write a program that reads a number and prints 1 if the number is a multiple of 5 but not of 3, and otherwise prints 0.
 Write this in as many different ways as possible.
 - Using only simple conditions, e.g. expression 1 == expression 2, but
 with if statements nested inside each other.
 - Using a single if-then-else statement with a compound condition.