

# Decision Making

## Terms

Boolean expression

Comparison operators

Conditional operator

If statement

Logical operators

Nesting if statements

Switch statement

## Summary

- We use *comparison operators* to compare values.
- A *Boolean expression* is a piece of code that produces a Boolean value.
- With *Logical operators* we can combine Boolean expressions and represent more complex conditions.
- With the *logical AND operator* (&&) both operands should be true. If either of them is false, the result will be false.
- With the *logical OR operator* (||), the result is true if either of the operands is true.
- The *logical NOT operator* (!) reverses a Boolean value.
- Using *if* and *switch statements*, we can control the logic of our programs.
- An if statement can have zero or more **else if** clauses for evaluating additional conditions.

- An if statement can optionally have an **else** clause.
- We can code an if statement within another. This is called *nesting* if statements.
- Using the *conditional operator* we can simplify many of the if/else statements.
- We use **switch** statements to compare a variable against different values.
- A switch block often has two or more *case labels* and optionally a *default label*.
- Case labels should be terminated with a **break** statement; otherwise, the control moves to the following case label.
- Switch statements are not as flexible as if statements but sometimes they can make our code easier to read.

```
// Comparison operators
```

```
bool a = 10 > 5;
```

```
bool b = 10 == 10;
```

```
bool c = 10 != 5;
```

```
// Logical operators
```

```
bool d = a && b; // Logical AND
```

```
bool e = a || b; // Logical OR
```

```
bool f = !a; // Logical NOT
```

```
if (temperature < 60) {  
    // ...  
}  
else if (temperature < 90) {  
    // ...  
}  
else {  
    // ...  
}
```

```
// Conditional operator
```

```
double commission = (sales < 10'000) ? .05 : .1;
```

```
switch (menu) {  
    case 1:  
        // ...  
        break;  
    case 2:  
        // ...  
        break;  
    default:  
        // ...  
}
```