

Boolean Operators

Pyret also has operators that work on *Booleans*. For each expression below, *write down your guess* about what it will evaluate to. Then type them in and see if you were right!

<code>(3 <= 4) and (3 == 2)</code>	<u>false</u>
<code>("a" == "b") and (3 <> 4)</code>	<u>false</u>
<code>(3 <= 4) or (3 == 2)</code>	<u>true</u>
<code>("a" == "b") or (3 <> 4)</code>	<u>true</u>
<code>not(10 > 2)</code>	<u>false</u>
<code>not((3 <= 4) and (3 == 2))</code>	<u>true</u>
<code>(3 <= 4) and not(3 == 2)</code>	<u>true</u>
<code>not((3 <= 4) or (3 == 2))</code>	<u>false</u>
<code>(not(3 <= 4) or (3 == 2))</code>	<u>false</u>