

# Summary

# Boolean Variables

- Can have a value of **true** or **false**

```
let inOrbit = true;  
let isBroken = false;
```

- We can save the result of a conditional statement:

```
// "result" will be true  
let result = 10 > 3;  
  
// "anotherResult" will be false  
let anotherResult = "A" == "B";
```

# Boolean Operators - AND

- Represented by **&&**
- Both conditions need to be **true**, in order for the expression to be **true**

```
if(fuel >= 50 && distance <= 30) {  
    //BOTH expressions are true for this to be executed  
}
```

# Boolean Operators - OR

- Represented by `||`
- At least one condition needs to be **true**, in order for the expression to be **true**

```
if(inOrbit || fuel > 1000 ) {  
    // Either one or both expressions need to be  
    true for this to be executed  
}
```

# Boolean Operators - NOT

- Add **!** before the expression you want to negate
- A **true** expression becomes **false**
- A **false** expression becomes **true**

```
if(!inOrbit) {  
    // This will only be executed if inOrbit is false,  
    as that makes !inOrbit true  
}
```