```
Introduction to logical open 4

compare operators

int a = 10;

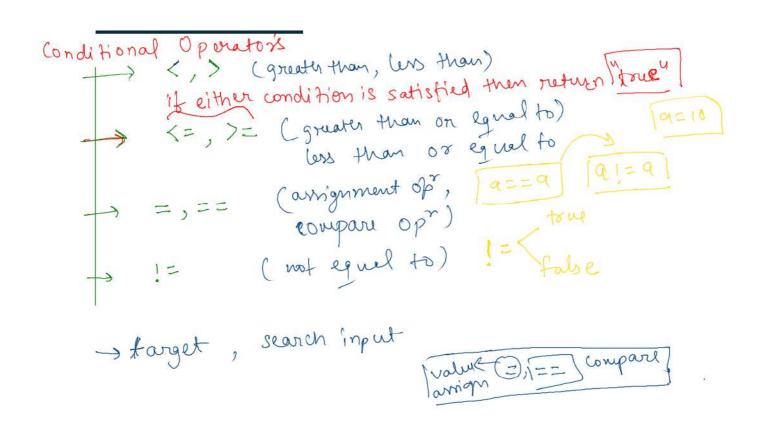
a + 2;

a + 3;

a + 2;

a + 3;

a + 3;
```



```
Store these expressions inside a Boolean variable ans. Print their outputs
true or false accordingly
     Eg. boolean ans = 2+3>5, then System.out.println(ans)

40+5>72 \rightarrow 40+5>72 \rightarrow false

78+93>=100 \rightarrow 78+93>=100 \rightarrow true
a.
b.
C.
     40+3<50
90+91 <= 181
90+91 <= 181
90+91 <= 181
90+91 <= 181
90+91 <= 181 = ?
15==5
15==30
15==30
15==30
15==30
15==30
15==30
15==30
15==30
15==30
15==30
15==30
15==30
15==30
15==30
15==30
15==30
15==30
d.
e.
f.
g.
                                                                                   15 = = 3 + 5
i.
   3!=3
4!=10
j.
k.
    3*4+8*9 == 45
1.
    2*3 + 4*5 != 5*4 + 7/5
m.
        7 = 10
3 + 4 + 8 + 9 = 45
15.0/2 + 7 = 14.5
7.5 + 7 = 14.5
14.5 = 14.5
     13/2==13.0/2
n.
     15.0/2 + 7 == 14.5
                                        12 + 72 == 45 -> false
 2+3+4+51=5+4+7/5
                                                                                 7/5=)1
            [26! = 21] =) Tous
                                      13/2 = = [13.0/2]

6 = = 6.5 \Rightarrow \text{false}
```

!= folse

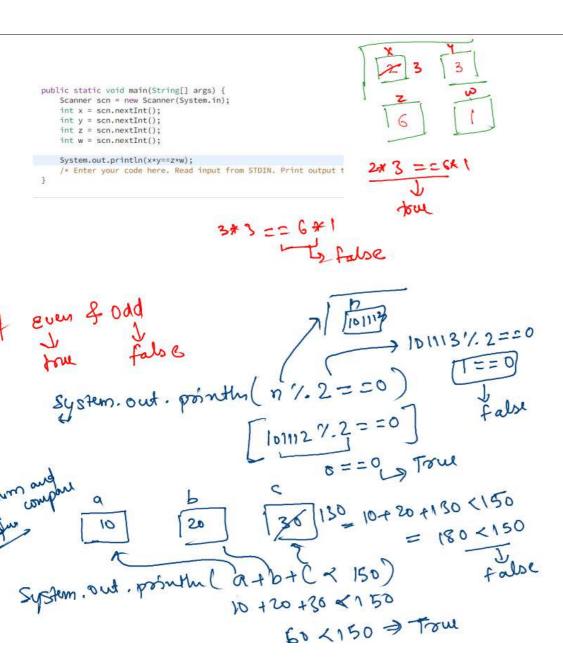
if will return form

folse

then if will return false

Scanner scn = new Scanner(System.in);
int x = scn.nextInt();
System.out.println(x>100);
/* Enter your code here. Read input from STDIN. Print

10 0>100 \(\rightarrow \) false



```
Thus = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 
                                               (+) target 11 input data

(TIF) TIF
                                                                                                                                                                                                                 T-1

F-0 | tow 19

downator

T-1

F-0
True 1 \notin T-1
True 1 = T-1

True 1 = F-0

folse 0 = F-0
```

```
1. 3>2 && 14>3
2. 40>3 && 40 > 50
3. 40>=40 || 50>=2*25
4. (2*3==4 && 6*4==9) || (4>2)
5. (4>5) && (3>5 && 80==2*40)
          FIII => true
            0 + 1 = 1
      175) 44 (375 4480 == 2*40)

P 44 ( F 44 T )
           f 44 f => false
```