# Selection:

## IF:

IF BoolExp THEN

Do stuff

END IF

Example:

IF (a MOD 2) THEN

OUTPUT ‘even’

END IF

## IF-ELSE:

IF BoolExp THEN

Do stuff

ELSE

Do other stuff

END IF

## ELSE-IF:

IF BoolExp THEN

Do stuff

ELSE IF BoolExp THEN

Do more stuff

ELSE

Do last stuff

# Arithmetic

+ - \* /

## Integer Division

IntExp DIV IntExp

9 DIV 5 will equal 1 (float 1.8 but it chops off end)

## Operators

|  |  |  |
| --- | --- | --- |
| **Less than** | Exp **<** Exp | 4 < 6 |
| **Greater than** | Exp **>** Exp | 4.1 > 4.0 |
| **Equal to** | Exp **=** Exp | 3 = 3 |
| **Not equal to** | Exp **≠** Exp | True ≠ False |
| **Less than or equal to** | Exp **≤** Exp | 3 ≤ 4  4 ≤ 4 |
| **Greater than or equal to** | Exp **≥** Exp | 4 ≥ 3  4.5 ≥ 4.5 |

# Boolean

**AND** BoolExp **AND** BoolExp(3=3)AND(3<4)results inTRUE

**OR** BoolExp **OR** BoolExp

**NOT** BoolExp **NOT** BoolExp