

```
var a = 1;  
var b = 2;  
var f = a<b;  
  
console.log(f)
```

```
var a = 1;  
var b = 2;  
var f = a < b;
```

```
console.log(f) -> true
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = !f;  
  
console.log(g)
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = !f;
```

```
console.log(g) // false
```

```
var a = 1;  
var b = 2;  
var g = b<a;  
  
console.log(g)
```

```
var a = 1;  
var b = 2;  
var g = b < a;  
  
console.log(g) // true
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var l = f || g;  
  
console.log(l);
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var l = f || g;  
  
console.log(l); // true
```



```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var l = !f || g;  
  
console.log(l);
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var l = !f || g;  
  
console.log(l); // false
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var l = !f || !g;  
  
console.log(l);
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var l = !f || !g;  
  
console.log(l); // true
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var l = f && g;  
  
console.log(l);
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var l = f && g;  
  
console.log(l); // false
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var l = f && !g;  
  
console.log(l);
```

```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var l = f && g;
```

```
console.log(l); // true
```



```
var a = 1;  
var b = 2;  
var f = a<b;  
var g = b<a;  
var m = (f && g) || (f || g);  
  
console.log(m);
```

```
var a = "hola";  
var b = "HOLA";  
  
var m = b == a  
  
console.log(m);
```

```
var a = "hola";  
var b = "HOLA";  
  
var m = b == a  
  
console.log(m);
```

```
var a = "hola";  
var b = "HOLA";  
  
var m = b == a  
  
console.log(m); // false
```

```
var a = "hola";  
var b = "HOLA";  
  
var m = b === a  
  
console.log(m);
```

```
var a = "hola";  
var b = "HOLA";  
  
var m = b === a  
  
console.log(m); // false
```

```
var a = 1  
var b = "1";  
  
var m = b === a  
  
console.log(m);
```

```
var a = 1
```

```
var b = "1";
```

```
var m = b == a
```

```
console.log(m); false
```



```
var a = 1  
var b = "1";  
  
var m = b == a  
  
console.log(m); //true
```

```
var a = 1
```

```
var b = "1";
```

```
var m = b === a
```

```
console.log(m); false
```