

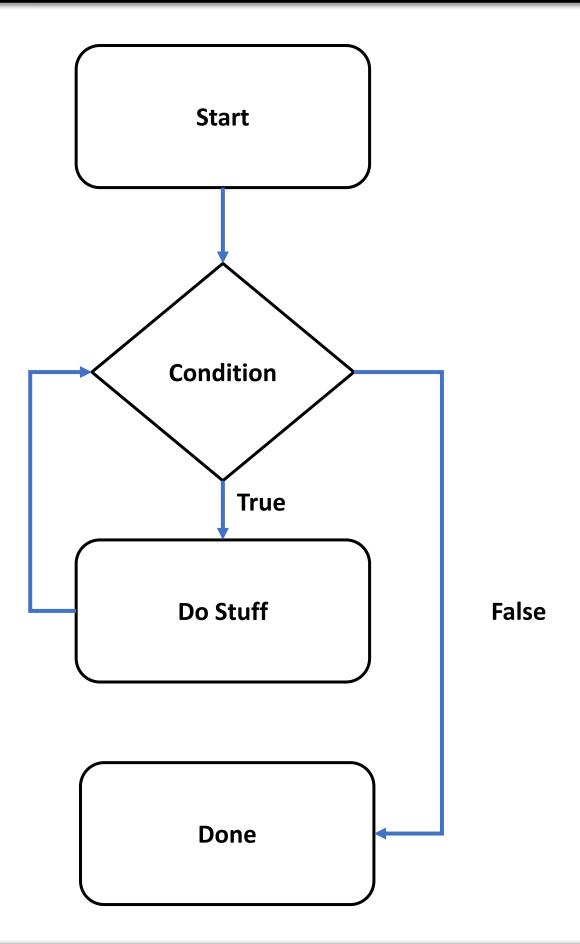
Logical Operators

Symbol	Name	Description	True Conditions
==	equal to	Checks values for equivalence	2 == 2
!=	not equal	Checks values for inequivalence	2 != 1
>	greater than	Checks for the left side being greater than the right side	2 > 1
>=	greater than or equals	Checks for the left side being greater than or equal the right side	1 >= 1 2 >= 1
<	less than	Checks for the left side being less than the right side	1 < 2
<=	Less than or equals	Checks for the left side being greater than or equal the right side	1 <= 2 2 <= 2
or		Checks for at least one condition to be true	1 < 2 or 1 == 2
and		Checks for all both conditions to be true	1 < 2 and 1 == 1
not		Negates a Boolean	not(1 == 2)

Assign Results to a bool

 The results of a logical operator can be assigned to a bool variable.

```
x = (1 == 2) # x is False
x = (1 == 1) # x is True
x = (1 < 1) # x is False
x = (1 <= 1) # x is True</pre>
```



While Loop Before (js, fjs); (document, Loop Bacebook-jssdk')); </script> (document, Loop Bacebook-jssdk')); </script> (document, Loop Bacebook-jssdk')); </script>

Seeding the Condition The Condition while (x < 10)New code block print 'x: ', x x = x + 1Indentation for the block print "All Done!"

Of State | //connect.facebook.not/subject | Connect.facebook.not/subject | Connect.facebook.n

```
Seeding the Condition (start at 0)

for x in range (0, 9, 1): "Step" (adds 1)

print 'x: ', x

print "All Done!"

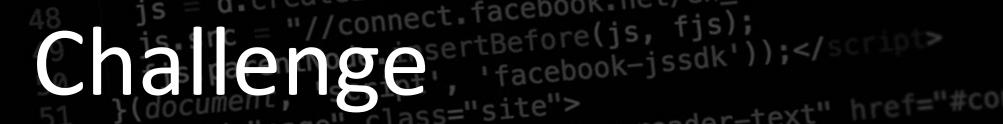
Condition (max 9)
```



```
x = ""
while (x != "P"):
    x = input("Enter a letter: ")
print "All Done!"
```

Random Numbers

```
import random
x = random.randint(0,10)
print (x)
```



Create a Number Guessing Game!

- Generate a random number
- Loop until the user guesses the number right
- BONUS: Incorporate a maximum number of tries