**Difference between == and ===**

The difference between the loosely == equal operator and the strict === identical operator is exactly explained in the [manual](http://php.net/manual/en/language.operators.comparison.php#language.operators.comparison):

Comparison Operators

| **Example** | **Name** | **Result** |
| --- | --- | --- |
| $a == $b | Equal | TRUE if $a is equal to $b after type juggling. |
| $a === $b | Identical | TRUE if $a is equal to $b, and they are of the same type. |

**Loosely == equal comparison**

If you are using the == operator, or any other comparison operator which uses loosely comparison such as !=, <> or ==, you always have to look at the **context** to see what, where and why something gets converted to understand what is going on.

**Converting rules**

* [Converting to boolean](http://php.net/manual/en/language.types.boolean.php#language.types.boolean.casting)
* [Converting to integer](http://php.net/manual/en/language.types.integer.php#language.types.integer.casting)
* [Converting to float](http://php.net/manual/en/language.types.float.php#language.types.float.casting)
* [Converting to string](http://php.net/manual/en/language.types.string.php#language.types.string.casting)
* [Converting to array](http://php.net/manual/en/language.types.array.php#language.types.array.casting)
* [Converting to object](http://php.net/manual/en/language.types.object.php#language.types.object.casting)
* [Converting to resource](http://php.net/manual/en/language.types.resource.php#language.types.resource.casting)
* [Converting to NULL](http://php.net/manual/en/language.types.null.php#language.types.null.casting)

**Type comparison table**

As reference and example you can see the comparison table in the [manual](http://php.net/manual/en/types.comparisons.php#types.comparisions-loose):

|  | **TRUE** | **FALSE** | **1** | **0** | **-1** | **"1"** | **"0"** | **"-1"** | **NULL** | **array()** | **"php"** | **""** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| TRUE | TRUE | FALSE | TRUE | FALSE | TRUE | TRUE | FALSE | TRUE | FALSE | FALSE | TRUE | FALSE |
| FALSE | FALSE | TRUE | FALSE | TRUE | FALSE | FALSE | TRUE | FALSE | TRUE | TRUE | FALSE | TRUE |
| 1 | TRUE | FALSE | TRUE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE |
| 0 | FALSE | TRUE | FALSE | TRUE | FALSE | FALSE | TRUE | FALSE | TRUE | FALSE | TRUE | TRUE |
| -1 | TRUE | FALSE | FALSE | FALSE | TRUE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE |
| "1" | TRUE | FALSE | TRUE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE |
| "0" | FALSE | TRUE | FALSE | TRUE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE |
| "-1" | TRUE | FALSE | FALSE | FALSE | TRUE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE |
| NULL | FALSE | TRUE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | TRUE | TRUE | FALSE | TRUE |
| array() | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | TRUE | TRUE | FALSE | FALSE |
| "php" | TRUE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | TRUE | FALSE |
| "" | FALSE | TRUE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | TRUE | FALSE | FALSE | TRUE |

**Strict === identical comparison**

If you are using the === operator, or any other comparison operator which uses strict comparison such as !== or ===, then you can always be sure that the types won't *magically* change, because there will be no converting going on. So with strict comparison the type and value have to be the same, not only the value.

**Type comparison table**

As reference and example you can see the comparison table in the [manual](http://php.net/manual/en/types.comparisons.php#type.comparisons-strict):

Strict comparisons with ===

|  | **TRUE** | **FALSE** | **1** | **0** | **-1** | **"1"** | **"0"** | **"-1"** | **NULL** | **array()** | **"php"** | **""** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| TRUE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE |
| FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE |
| 1 | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE |
| 0 | FALSE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE |
| -1 | FALSE | FALSE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE |
| "1" | FALSE | FALSE | FALSE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE |
| "0" | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE | FALSE |
| "-1" | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE | FALSE |
| NULL | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | TRUE | FALSE | FALSE | FALSE |
| array() | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | TRUE | FALSE | FALSE |
| "php" | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | TRUE | FALSE |
| "" | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | FALSE | TRU |