# Boolean Expressions & Conditionals

Warning: This document is a work in progress.

# Variables CSP 3.1

#### Variable Declaration

You can think of a variables as a box with a label on it. We can look what value is in the box or we can put a new value in the box.

```
1 \quad x \leftarrow 5
```

This declares a variable x and assigns it the value 5.

We can increase the value of x by 1 like this:

```
1 \quad x \leftarrow x + 1
```

We can also work with several variables at once.

This will set z to 15.

# Boolean Expressions CSP 3.5

## Categories

- Numbers, Strings, Variables
- Logical Operators
- Relational Operators
- Parentheses

#### Relational Operators

Relational operators compare two values and evaluate to either true or false.

| Code Symbol | AP Symbol | Meaning                  |
|-------------|-----------|--------------------------|
| ==          | =         | Equal to                 |
| !=          | <b>#</b>  | Not equal to             |
| >           | >         | Greater than             |
| <           | <         | Less than                |
| >=          | $\geq$    | Greater than or equal to |
| <=          | $\leq$    | Less than or equal to    |

# **Logical Operators**

Logical operators combine two or more boolean expressions and evaluate to either true or false.

| Code Symbol | AP Symbol              | Meaning                                    |
|-------------|------------------------|--|
| &&          | AND                    | Logical AND (true only if both are true)   |
| П           | $\overline{\text{OR}}$ | Logical OR (true if at least one is true)  |
| !           | NOT                    | Logical NOT (true if false, false if true) |

# Examples

• Example 1: x > 10 AND y < 20 True for x = 11, y = 19False for x = 11, y = 21• Example 2: NOT ( a == b ) True for a = 5, b = 2False for a = 11, b = 11

# Side by Side Comparison

| Operation   | JavaScript            | AP Pseudocode    |
|-------------|-----------------------|------------------|
| Assignment  | x = 5                 | $x \leftarrow 5$ |
| Equal to    | a == b                | a = b            |
| Logical OR  | a II b                | a OR b           |
| Logical AND | a <b>&amp;&amp;</b> b | a AND b          |
| Logical NOT | ! a                   | NOT a            |

# Conditionals (AP CSP 3.6 & 3.7)

## Basic IF Statement

This is the basic structure of an if statement:

```
1    IF (condition)
2    {
3         statements
4    }
```

If the condition is true, the statements inside the if block are executed. Here's an example:

```
1 score ← 100

2 IF (score ≥ 100)

3 {

4 bonus ← score * 10

5
```

This example will set bonus to 1000 because the condition is true.

## **IF ELSE Statements**

This is the structure of an if else statement:

If the condition is true, the statements inside the if block are executed. If the condition is false, the statements2 inside the else block are executed.

Here's an example:

```
score \leftarrow 90
1
2
        IF (score \geq 100)
3
4
               bonus \leftarrow score * 10
        }
5
6
        ELSE
7
         {
8
               bonus \leftarrow 0
9
```

This example will set bonus to 0 because the condition is false.

## IF ELSE IF (ELSE) Statements

This is the structure of an if else if statement:

```
1
       IF (condition)
2
       {
3
            statements
       }
4
       ELSE IF (condition2)
5
6
       {
7
            statements2
8
       }
9
       ELSE
10
       {
11
            statements3
12
       }
```

If condition is true, statements inside the if block are executed.

If condition is false, condition 2 is checked.

If condition2 is true, statements2 inside the else if block are executed.

If condition is false, statements inside the else block are executed (if present).

We can have multiple else if statements, but only one else statement (or no else statement). Here's an example:

```
1
             \texttt{score} \; \leftarrow \; 85
2
            IF (score \geq 90)
3
            {
4
                      \texttt{grade} \; \leftarrow \; \texttt{"A"}
5
            }
6
            ELSE IF (score \geq 80)
7
             {
                      \texttt{grade} \; \leftarrow \; \texttt{"B"}
8
9
```

This example will set grade to "B".

#### 0.1 Multiple IF Statements

Else connects its block to the previous one to build one unit. Of that whole structure that starts with a single if statement, only one block will be executed.

However, multiple if statements that are not connected with an else statement are executed independently. Here's an example:

```
1    score ← 100
2    count ← 0
3    IF (score ≥ 80)
4    {
5         count ← count + 1
6    }
7    IF (score ≥ 90)
8    {
```

This example will set count to 4 because all three conditions are true and we add 1 to count without a condition between the last two if statements.

#### **Nested Conditionals**

We can have if statements inside other if statements. Here's an example:

```
1
          homeworkComplete \leftarrow true
2
          score \leftarrow 95
3
         IF (homeworkComplete)
4
5
                IF (score \geq 90)
6
                {
7
                      grade ← "A"
                }
8
                ELSE
9
10
                {
                      \texttt{grade} \; \leftarrow \; \texttt{"B"}
11
                }
12
         }
13
```

We check if homeworkComplete is true. Only if it is true, we check if score is greater than or equal to 90. In this case, grade will be set to "A".

The curly brackets { } indicate what statements are inside a block. To see more easily see the blocks, we can use indentation. All statements inside a block usually have the same indentation (like the statements in lines 7 to 12. They are all part of the if(homeworkComplete) block)