## Outline for May 6, 2009

## *Reading*: text, §8.4–8.6

- 1. Booleans
  - a. Values are True, False
  - b. Values considered False: None, False, 0 of any type, empty string, empty list, empty sequence; all others True
  - c. Variable assignment
  - d. Short-circuit evaluation
- 2. Operators and truth tables
  - a. and, or, not
  - b. A and B, A or B, not A
  - c. Basic rules of Boolean algebra
    - i. A and true == A, A and false == false
    - ii. A or true == true, A or false == A
    - iii. not (not A) == A
  - d. Distributive laws
    - i. A or (B and C) == (A or B) and (A or C)
    - ii. A and (B or C) == (A and B) or (A and C)
  - e. De Morgan's Laws
    - i. not(A or B) == (not A) and (not B)
    - ii. not(A and B) == (not A) or (not B)
- 3. Combining operations
  - a. Precedence: who "binds" more tightly
  - b. Here, "not" highest precedence; then "and"; then "or"
    - i. a or not b and cis(a or ((not b) and c))
  - c. Relational operators have higher precedence
    - i. a == b and c == dis((a == b)) and (c == d))
  - d. Danger: response == "Y" or "y" doesn't do what you think
- 4. Other types of loops
  - a. break, continue (see loop1.py)
  - b. Post-test (repeat ... until); put test at bottom
  - c. Loop and a half (see loop2.py)
  - d. Example (see sent2.py)