### **Booleans and Conditions**

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1

### Booleans

- true is the unique instance of class True
- false is the unique instance of class False
- In Pharo, booleans have nothing special
  - 📕 & | not
  - or: and: (lazy)
  - xor:
  - ifTrue:ifFalse:
  - ifFalse:ifTrue:
  - ...

### Lazy Logical Operators

false & (1 error: 'crazy') -> an error

the argument (1 error: 'crazy') is executed because this is a non lazy operator.

false and: [1 error: 'crazy'] -> false and not an error

the argument [1 error: 'crazy'] is not executed because it is not necessary

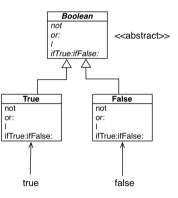
# Yes ifTrue: ifFalse: is a message!

Weather isRaining ifTrue: [self takeMyUmbrella] ifFalse: [self takeMySunglasses]

- Conceptually ifTrue:ifFalse: is a message sent to an object: a boolean!
- ifTrue:ifFalse: is in fact radically optimized by the compiler but you can implement another one such as siAlors:sinon: and try it at home.

# **Boolean Implementation**

- true is the unique instance of the class True
- false is the unique instance of the class False



To see more have a look at the Essence of Dispatch Lecture.

# Conditionals

### Conditionals: ifTrue:ifFalse:

- Booleans are objects
- Conditionals are messages sent to booleans or block
- ifFalse: and ifFalse:ifTrue:
- ifTrue: and ifTrue:ifFalse:

```
forceItalicOrOblique
    self slantValue = 0 ifTrue: [ slantValue := 1 ]
```

initialAnswer := fullName isEmptyOrNil
ifTrue: [ 'FirstnameLastname' translated ]
ifFalse: [ fullName ].

### ifTrue:ifFalse: other examples

index isZero ifFalse: [ values at: index ] ifTrue: [ self privateAt: key put: aBlock value ]

# Conditionals expressed on collections

# Conditionals: ifEmpty: ifNotEmpty:

myProtocol ifEmpty: [ 'As yet unclassified' ]

self listItems ifNotEmpty: [ :aList | aList at: currentIndex ]

■ Notice that when the receiver is not empty we get it as argument.

No need to ask it again.



Booleans are real objects.

Some conditionals are messages sent to Booleans