

LUA - LOGICAL OPERATORS

http://www.tutorialspoint.com/lua/lua_logical_operators.htm

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Following table shows all the logical operators supported by Lua language. Assume variable **A** holds true and variable **B** holds false then –

Operator	Description	Example
and	Called Logical AND operator. If both the operands are non-zero, then condition becomes true.	<i>AandB</i> is false.
or	Called Logical OR Operator. If any of the two operands is non-zero then condition becomes true.	<i>AorB</i> is true.
not	Called Logical NOT Operator. Used to reverse the logical state of its operand. If a condition is true, then Logical NOT operator will make false.	<i>!AandB</i> is true.

Example

Try the following example to understand all the logical operators available in the Lua programming language –

```
a = 5
b = 20

if ( a and b )
then
    print("Line 1 - Condition is true" )
end

if ( a or b )
then
    print("Line 2 - Condition is true" )
end

--lets change the value of a and b
a = 0
b = 10

if ( a and b )
then
    print("Line 3 - Condition is true" )
else
    print("Line 3 - Condition is not true" )
end

if ( not( a and b) )
then
    print("Line 4 - Condition is true" )
else
    print("Line 3 - Condition is not true" )
end
```

When you build and execute the above program, it produces the following result –

```
Line 1 - Condition is true
Line 2 - Condition is true
Line 3 - Condition is true
Line 3 - Condition is not true
```

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