

C#	内存
<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">keyCount == 3</div>	<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">3</div>
<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">time < 60</div>	<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">60</div>
<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">player != "CPU Player"</div>	<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">CPU</div>

?????

true false

```
int a = 100;
int b = 20;
float c = 5.0f;
```

	true	false
<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">a == 100;</div>	✓	
<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">b < c</div>	<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">false >></div> <div style="border: 1px solid gray; padding: 5px;"> b = 20 c = 5 b < c (<) </div>	✓

	true	false
<code>c >= a / b;</code>	<div style="border: 1px solid gray; padding: 5px; text-align: center;">✓</div>	<div style="border: 1px solid gray; padding: 5px;"> <p><< true</p> <p>$c = 5$ $a / b \Rightarrow 100 / 20 \Rightarrow 5$ $5 \geq 5$ (>=)</p> </div>
<code>c * 6 < b * 2;</code>	<div style="border: 1px solid gray; padding: 5px; text-align: center;">✓</div>	<div style="border: 1px solid gray; padding: 5px;"> <p><< true</p> <p>$c \times 6 \Rightarrow 5 \times 6 \Rightarrow 30$ $b \times 2 \Rightarrow 20 \times 2 \Rightarrow 40$ $30 < 40$</p> </div>
<code>a == b * c;</code>	<div style="border: 1px solid gray; padding: 5px; text-align: center;">✓</div>	<div style="border: 1px solid gray; padding: 5px;"> <p><< true</p> <p>$a = 100$ $b \times c \Rightarrow 20 \times 5 \Rightarrow 100$ $100 == 100$</p> </div>
<code>b != a - 80;</code>	<div style="border: 1px solid gray; padding: 5px;"> <p style="text-align: right;">false >></p> <p>$b = 20$ $a - 80 \Rightarrow 100 - 80 \Rightarrow 20$ $20 \neq 20$</p> </div>	<div style="border: 1px solid gray; padding: 5px; text-align: center;">✓</div>

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if

-
-

true AND

????????AND?????? &&

????????????????

true????????????????

A	B	A && B
false	false	false
true	false	false
false	true	false
true	true	true

????????????

false????????

false????????

C#????

```
// 距离
float runDistance = 1235.0f;

// 目标距离
float goalDistance = 1200.0f

// 时间
float timeLeft = 35.7f;

// 判断是否到达目标且时间是否大于0
if (runDistance >= goalDistance && timeLeft > 0)
{
    Debug.Log("到达");
}
```

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????????????OR?????? ||

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true????????

true

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- ?????????
- ?????????????????

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??????


```
coin > potionCost && nowItem + 1 <= maxItem
```

true	false
<p data-bbox="135 309 162 340">□□</p> <p data-bbox="432 383 453 412">✓</p>	<p data-bbox="836 309 863 340">□□</p> <p data-bbox="836 383 975 412"><< true□□□</p> <p data-bbox="836 450 1214 479">□□□ 230□□□□□□ 100□□□</p> <p data-bbox="868 546 1118 575">coin > potionCost</p> <p data-bbox="836 629 999 658">□ true □□□□□</p> <p data-bbox="836 696 1321 725">□□□□□□□□□ 9□□□□ 10□□□□</p> <p data-bbox="868 792 1193 822">nowItem + 1 <= maxItem</p> <p data-bbox="836 875 999 904">□ true □□□□□</p> <p data-bbox="836 943 1422 972">□□□□ true□□□□□ true □□ true□□□ true□</p>

2. □□□

```
potionCost > coin || nowItem >= maxItem
```

true	false
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<div style="border: 1px solid #ccc; background-color: #f9f9f9; padding: 5px; margin-bottom: 10px;"> false <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> >> </div> <p> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 100 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 230 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p> <div style="border: 1px solid #ccc; border-radius: 5px; padding: 5px; margin-bottom: 10px;"> <p>potionCost > coin</p> </div> <p> <input type="checkbox"/> false <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p> <p> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 9 </p> <div style="border: 1px solid #ccc; border-radius: 5px; padding: 5px; margin-bottom: 10px;"> <p>nowItem >= maxItem</p> </div> <p> <input type="checkbox"/> false <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p> <p> <input type="checkbox"/> false <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> false </p> <p> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> false <input type="checkbox"/> <input type="checkbox"/> </p>	<div style="border: 1px solid #ccc; background-color: #f9f9f9; padding: 5px; margin-bottom: 10px;"> <input type="checkbox"/> </div> <div style="border: 1px solid #ccc; background-color: #f9f9f9; padding: 20px; text-align: center;"> ✓ </div>
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3.

potionCost * 2 <= coin && maxItem >= nowItem + 2

true	false
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