

## Boolean Component — A Brief Summary

**Range of values:** {true, false}

**Initial value:** false

**Assignment operator:** =

**Boolean operators:**

**and**

**or**

**not**

== (equal)

!= (not equal)

**Precedence of Boolean operator evaluation:**

Highest: **not**



**and**

lowest: **or**

Note: Consecutive operators of the equal precedence are evaluated left to right.

**Input and output:**

Assume that `input` is an object of type `Character_IStream`, that `output` is an object of type `Character_OStream`, and that `b` is an object of type `Boolean`.

- To input a value for `b` use `input >> b`.
- To output the value of `b` use `output << b`.

**Conversion operators:**

Assume that `b` is an object of type `Boolean`.

- To convert the value of `b` to a text string use `To_Text (b)`.