

Relational and Logical Operators

In LINGO, you use relational and logical operators to determine set membership and which elements of a set are included in certain operations such as summation.

In an expression involving both relational and logical operators, relational operators have higher precedence (that is, relational operators are evaluated before logical operators).

RELATIONAL OPERATORS

Relational operators have numeric operands and return logical results (TRUE or FALSE). All relational operators are binary.

LINGO has six relational operators.

#EQ#

Returns TRUE if the operands are equal, FALSE if not.

#NE#

Returns TRUE if the operands are not equal, FALSE if the operands are equal.

#GT#

Returns TRUE if the left operand is strictly greater than the right operand, FALSE if not.

#GE#

Returns TRUE if the left operand is greater than or equal to the right operand, FALSE otherwise.

#LT#

Returns TRUE if the left operand is strictly less than the right operand, FALSE if not.

#LE#

Returns TRUE if the left operand is less than or equal to the right operand, FALSE otherwise.

All relational operators have the same precedence.

LOGICAL OPERATORS

Logical operators have logical operands (the results of relational operations) and return logical results. Logical operators are used to connect relational and logical expressions.

LINGO has three logical operators, listed here in descending order of precedence.

#NOT#

Negates the logical value of its operand. #NOT# is a unary operator, with its sole argument to the right.

#AND#

Returns the logical AND of its two operands. #AND# returns TRUE only if both its arguments are TRUE, otherwise it returns FALSE.

#OR#

Returns the logical OR of its two operands. #OR# returns FALSE only if both its arguments are FALSE, otherwise it returns TRUE.