

```

using System;
public class BooleanOP {

public static void Main( String[] arg) {
bool t = true;
bool f = false;

Console.WriteLine(" AND Tabel  ");
Console.WriteLine(" -----");
Console.WriteLine("  "+ t + " and " + t + " = " + (t && t) );
Console.WriteLine("  "+ t + " and " + f + " = " + (t && f) );
Console.WriteLine("  "+ f + " and " + t + " = " + (f && t) );
Console.WriteLine("  "+ f + " and " + f + " = " + (f && f) );

Console.WriteLine(" OR Tabel  ");
Console.WriteLine(" -----");
Console.WriteLine("  "+ t + " or " + t + " = " + (t || t) );
Console.WriteLine("  "+ t + " or " + f + " = " + (t || f) );
Console.WriteLine("  "+ f + " or " + t + " = " + (f || t) );
Console.WriteLine("  "+ f + " or " + f + " = " + (f || f) );

Console.WriteLine(" NOT Operation  ");
Console.WriteLine(" -----");
Console.WriteLine(" not " + t + " = " + !t);
Console.WriteLine(" not " + f + " = " + !f);

Console.WriteLine(" DeMorgan Law  ");
Console.WriteLine(" -----");
Console.WriteLine(" not (t and f ) = (not t) or (not f) is " );
Console.WriteLine(" !(t && f ) == ( !t || !f ) );

Console.WriteLine(" not (t or f ) = (not t) and (not f) is " );
Console.WriteLine(" !(t || f ) == ( !t && !f ) );
}
}

```