Revised: 9/26/98, 08/01/99, 12/09/99, 01/12/06, 07/09/08, 02/13/15

CHAPTER 12 — Decision Making

This chapter looks at how computer programs make decisions using the `if` statement. This statement is one of the fundamental building blocks of programming.

Chapter Topics:

- Two-way Decisions
- The `if` statement
- Outline of a two-way decision
- Blocks of statements
- Boolean Expressions
- Relational Operators
- Example Programs

QUESTION 1:

You are driving in your car and it starts to rain. The rain falls on your windshield and makes it hard to see. Should your windshield wipers be on or off?