



## 10.4 ( Variable Assignments)

가 :

```
fooBar.fChar = barFoo.Ichar='c'; //
```

( equality operator )

( assignment operator )

```
if (c++ = d++) { // ( Java가 )  
    ...  
}
```

```
if ((c++ = d++) != 0) {  
    ...  
}
```

```
d = (a=b+c)+r; //
```

```
a = b + c;  
d = a + r;
```

## 10.5

### 10.5.1 ( Parentheses )

가  
가  
가  
가

```
if ( a == b && c == d ) //
if ( (a == b) && ( c == d) ) //
```

### 10.5.2 ( Returning Values )

가 ;

```
if ( booleanExpression ) {
    return true;
} else {
    return false;
}
```

```
if ( booleanExpression ) {
    return booleanExpression;
} else {
    return booleanExpression;
}
```

```
if ( condition ) {
    return x;
}
return y;
```

```
if ( condition ) {
    return (condition ? x : y );
}
```

