

```
1 #lang racket
2
3
4 (and #t #f)
5
6 (or #t #f)
7
8 (if #t ;test
9     (printf "True") ;what to do if true
10    (printf "False")) ;what to do if false
11
12 (cond ((= 5 5) (printf "5 equals 5"))
13       ((= 6 6) (printf "6 equals 6"))
14       (else (printf "Oh dear.")))
15
16
17 (cond ((= 6 6) )
18       (else (printf "Oh dear.")))
19
20 (if #t
21     (void)
22     (printf "False"))
```