

Slide 14.10: JavaScript comparison and logical operators

Slide 14.12: JavaScript switch statement

[Home](#)



## JavaScript If...Else Statements

Conditional statements are used to perform different actions based on different conditions. JavaScript has the following conditional statements:

- **if**, which executes some code only if a specified condition is true
- **if...else**, which executes some code if the condition is true and another code if the condition is false
- **if...else if...else**, which selects one of many blocks of code to be executed
- **switch**, which selects one of many blocks of code to be executed

Note that **if** is written in lowercase letters. Using uppercase letters (IF) will generate an error. The **else if** and **else** parts are optional.

```
if ( cond1 ) {  
    to be executed if cond1 is true  
}  
else if ( cond2 ) {  
    to be executed if cond2 is true  
}  
else {  
    to be executed if cond1 & cond2 are not true  
}
```

The script checks the current minute:

- The method [getMinutes](#) of the object [Date](#) returns the minutes, between 0 and 59, in the specified date according to local time.

- The operator `new` creates an instance of a user-defined object type or of one of the built-in object types that has a constructor function.

```
<html><body>
  <script type="text/javascript">
    var now = new Date( );
    var theMin = now.getMinutes( );

    if ( theMin < 20 ) {
      document.write( "Just started!" );
    }
    else if ( theMin < 30 ) {
      document.write( "Half-way done!" );
    }
    else if ( theMin < 40 ) {
      document.write( "Almost finished!"
    );
    }
    else {
      document.write( "See you next
class!" );
    }
  </script>
</body></html>
```

## Demonstration

The following demonstration shows how the script of HTML and JavaScript is displayed on the Web.

```
<html>
<body>
  <script type="text/javascript">
    var number = prompt( "Please a number:", "3" );
    if ( number == 1 )
      document.write( location.hash );
    else if ( number == 2 )
      document.write( location.host );
    else if ( number == 3 )
      document.write( location.hostname );
    else if ( number == 4 )
      document.write( location.href );
    else if ( number == 5 )
      document.write( location.pathname );
    else if ( number == 6 )
      document.write( location.port );
    else if ( number == 7 )
      document.write( location.protocol );
  </script>
</body>
</html>
```

[Home](#)