

# Day 4 - Conditionals

## Switch

This is an alternative for if else if else else. Starts with *switch* keyword followed by a parenthesis and code block. Code block will contain different cases. Case block runs if value in switch statement parenthesis matches case value. Break statement is to terminate execution so the code execution does not go down after the condition is satisfied. Default block runs if all cases don't satisfy the condition.

```
switch(caseValue) {  
  case 1:  
    //code  
    break  
  case 2:  
    //code  
    break  
  case 3:  
    //code  
    break  
  default:  
    //code (runs if all above false)
```

```
let weather = 'cloudy'  
switch (weather)  
  case 'rainy':  
    console.log('You need a rain coat.')  
    break  
  case 'cloud':  
    console.log('It might be cold, you need a jacket.')  
    break  
  case 'sunny':  
    console.log('Go out freely')  
    break  
  default:  
    console.log('No need for a rain coat')
```

Using conditions:

```
let num = prompt('Enter number');
switch (true)
  case num > 0:
    console.log('Number is positive');
    break;
  case num == 0:
    console.log('The number is zero')
    break;
  case num < 0:
    console.log('The number is negative');
    break;
  default:
    console.log('Entered value was not a number');
```

## Ternary Operators

Another way to write conditionals is with ternary operators.

```
let isRaining = true
isRaining
  ? console.log('You need a rain coat.')
  : console.log('No need for a rain coat.')
```