/\*

The “If-then-else” situation is pretty easy to understand. When an “if” statement is in place, you can either receive a “then” statement, or an “else” statement. In this case the else statement is only used after an if statement when the if statement is false. The phrasing stays consistent with the way it sounds. “If” something doesn’t work out, then something “else” needs to happen.

For example…

\*/

void TemperatureTest ()

{

if(Input.GetkeyDown(KeyCode.Space))

TemperatureTest();

HotchocolateTemperature -= Time.deltaTime \* 5f;

}

void TemperatureTest ()

{

If(HotchocolateTemperature > hotlimitTemperature)

{

Debug.Log("Hot Chocolate is WAY too hot.");

}

Else if{

Debug.Log(“Hot Chocolate is WAY too cold.”);

}

}

/\*If something is too hot, then something else needs to happen. It's helping us understand that once something gets to a point, another action must be undertaken. Whether too hot, or too cold, or even whether the cup is about to overflow, it needs to stop and change. The "If" statement functions as it normally would in our English syntax. The “Else” statement in this case would show that the If statement never reached its true value, thus… the Hot chocolate is WAY too cold.

\*/