**CONDITIONAL STATEMENTS**

**Ternary Operator**

In the spirit of using short-hand syntax, we can use a *ternary operator* to simplify an if...else statement.

Take a look at the if...else statement example:

let isNightTime = true;  
  
if (isNightTime) {  
  console.log('Turn on the lights!');  
} else {  
  console.log('Turn off the lights!');  
}

We can use a *ternary operator* to perform the same functionality:

isNightTime ? console.log('Turn on the lights!') : console.log('Turn off the lights!');

In the example above:

* The condition, isNightTime, is provided before the ?.
* Two expressions follow the ? and are separated by a colon :.
* If the condition evaluates to true, the first expression executes.
* If the condition evaluates to false, the second expression executes.

Like if...else [statements](https://www.codecademy.com/resources/docs/javascript/statements), ternary [operators](https://www.codecademy.com/resources/docs/javascript/operators) can be used for conditions which evaluate to true or false.

**Instructions**

Checkpoint 1 Passed

**1.**

Refactor, or edit, the first if...else block to use a ternary operator.

Stuck? Get a hint

Checkpoint 2 Passed

**2.**

Refactor the second if...else block to use a ternary operator.

Checkpoint 3 Passed

**3.**

Refactor the third if...else block to use a ternary operator.

Stuck? Get a hint

**Concept Review**

Want to quickly review some of the concepts you’ve been learning? Take a look at this material's [cheatsheet](https://www.codecademy.com/learn/introduction-to-javascript/modules/learn-javascript-control-flow/cheatsheet" \t "_blank)!

Main.js:

let isLocked = false;

if (isLocked) {

  console.log('You will need a key to open the door.');

} else {

  console.log('You will not need a key to open the door.');

}

isLocked? console.log('You will need a key to open the door.') : console.log('You will not need a key to open the door.');

let isCorrect = true;

if (isCorrect) {

  console.log('Correct!');

} else {

  console.log('Incorrect!');

}

isCorrect ? console.log('Correct!') : console.log('Incorrect!');

let favoritePhrase = 'Love That!';

if (favoritePhrase === 'Love That!') {

  console.log('I love that!');

} else {

  console.log("I don't love that!");

}

favoritePhrase === 'Love That!'? console.log('I love that!') : console.log("I don't love that!");

Results:

## Output-only Terminal

Output:

You will not need a key to open the door.

You will not need a key to open the door.

Correct!

Correct!

I love that!

I love that!