# Working with Conditional Statements

This section describes the procedure of using Conditional Statements in Smoothflow. The following are the Conditional Statements available in Smoothflow.

- **If**
- **Foreach**
- **Switch**

If

This is a conditional statement used in Workflows to perform a task if a condition is true. There are **Two** outcomes in this node. In Smoothflow when the condition is true or false the flow for the specific result will be executed. Once the flow of the condition is complete the process returns outside the If statement and proceeds to the next node.
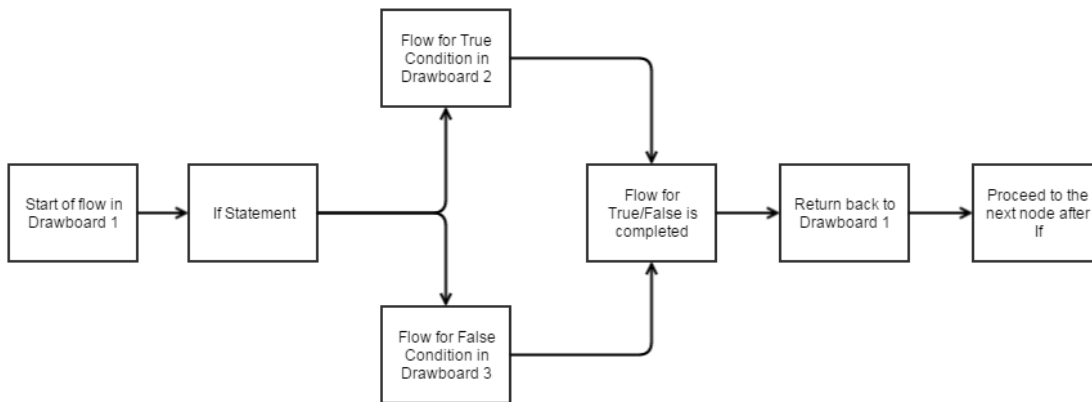
Setting up the inside flow of True or False

1. After inserting the If Node click on

   to define the flow for the true condition or connect the node with the next node to move to the next node when the condition is false. Once

   is clicked, a new drawboard will be displayed in which the flow of the specific condition should be drawn.
   NOTE: Multiple levels of If conditions can be added. This can be viewed using the Breadcrumbs.
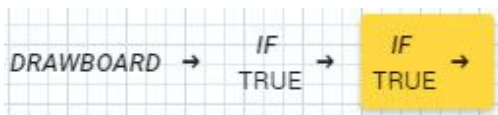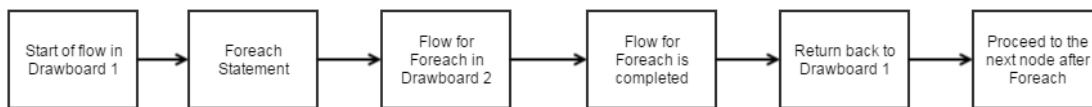

2. Draw the flow for the condition.
3. Once the flow is complete, return to the previous drawboard using

   button or using the breadcrumb.

Foreach

This is a conditional statement used in Workflows to perform repetitive tasks. In Smoothflow when a Foreach node is inserted the flow inside the loop will be executed. Once the flow of the condition is complete the process returns outside the Foreach statement and proceeds to the next node.

1. After inserting the If Node click on

   to define the flow for the Foreach Loop.
   Once

   is clicked, a new drawboard will be displayed in which the flow of the Foreach Loop should be drawn.
   NOTE: Multiple levels of If loops can be added. This can be viewed using the Breadcrumbs.


2. Draw the flow for the condition.
3. Once the flow is complete, return to the previous drawboard using

   button or using the breadcrumb.

Switch

This works similar to multiple if statements. There are many cases in which values are compared and after all the cases are checked, the default case is executed. Once the flow of the cases are complete the process returns outside the Switch statement and proceeds to the next node.
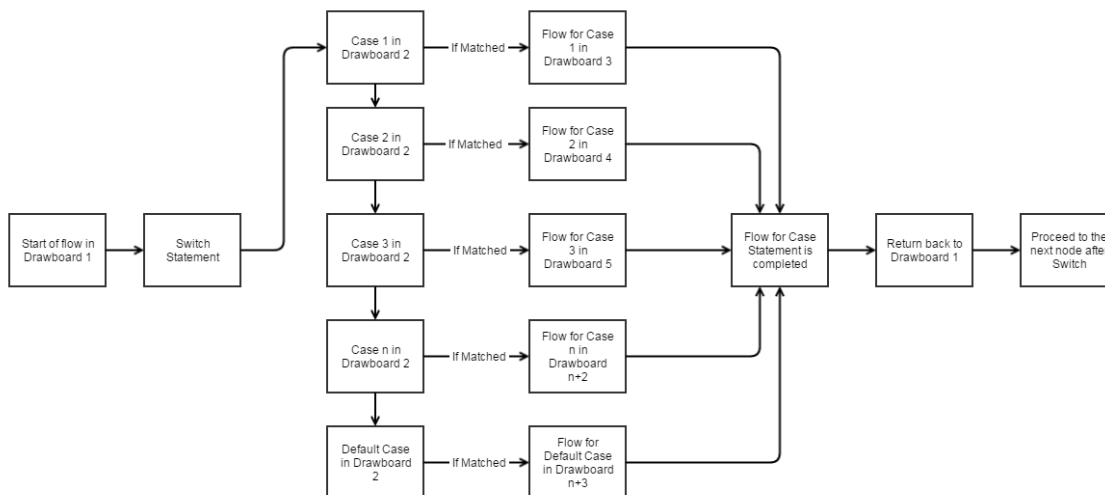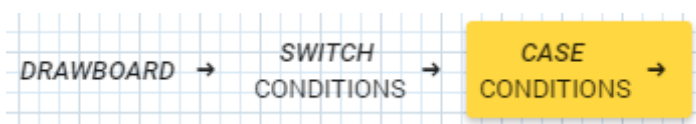

1. After inserting the Switch Node click on

   to insert the cases in which the flow of each Case should be drawn.
   NOTE: All cases should be added inside the Switch Statement. Navigation between the nodes can be done using the Breadcrumbs.

2. Insert all the Case Nodes including the Default Case Node.
3. Click

   on each case node and draw the flow of the respective case.
4. At the end of each flow (inside case node) draw the Fallthrough Node.
   NOTE: Fallthrough Node is Mandatory to continue the flow. If the Fallthrough Node is not inserted the flow will be terminated at that point. (Similar to break;)
5. Once the flow is complete, return to the previous drawboard using

   button or using the breadcrumb.