**JS Practical 3 (Part 1)**

**Aim:**

Conditionals, Loops & User Input:

Use if-else, switch-case, and looping constructs like for, while, do-while. Accept input through forms and perform validation. Create a grading system that classifies grades based on marks entered by the user.

### **Conditional Constructs:**

### **1. Syntax**

#### **if...else:**

if (condition) {

// code block if true

} else {

// code block if false

}

#### **if...else if...else:**

if (condition1) {

// block 1

} else if (condition2) {

// block 2

} else {

// default block

}

#### **switch:**

switch (expression) {

case value1:

// block 1

break;

case value2:

// block 2

break;

default:

// default block

}

### **Examples**

#### **if-else**

let age = 18;

if (age >= 18) {

console.log("You are eligible to vote.");

} else {

console.log("You are not eligible to vote.");

}

#### **switch-case**

let day = "Monday";

switch (day) {

case "Monday":

console.log("Start of the week!");

break;

case "Friday":

console.log("Weekend starts soon!");

break;

default:

console.log("Midweek day.");

}