**1. Conditionals in the workplace:** Practice the different types of conditionals by applying them to real-life situations related to web development.

1. If the database connection fails, \_wait comeback connections\_.
2. If the developer fixes the bug today, \_\_\_\_.
3. If the client had given clear requirements, \_\_\_\_.
4. If I were in charge of the project, \_\_\_\_.
5. If we deploy the update without testing, \_\_\_\_.
6. If the server is not maintained regularly, \_\_\_\_.
7. If the users don’t update their app, \_\_\_\_.
8. If I knew more about cybersecurity, \_\_\_\_.
9. If the website had been optimized, \_\_\_\_.
10. If the team collaborates effectively, \_\_\_\_.

**2.** **Letters of wishes and regrets:** Work on "wish" and "if only" to reflect on past and present situations. Write:

* 3 wishes about their current situation.
* 3 regrets about past decisions related to their studies or personal life.

**3: Solve problems:** Read the following situations and write a solution using conditionals.

1. The client is not satisfied with the interface design. What would you do?
2. The application has a critical issue because it wasn’t tested properly. What would you have done differently?
3. A colleague is not following coding standards. What would you say to them?
4. The server stopped working because maintenance wasn’t performed. What would you recommend doing to prevent this in the future?

**4. Rewrite situations with conditionals:** Transform the following sentences into conditionals.

1. The code is poorly written. This causes the system to fail.

* If the code is poorly, the system fails.

1. We didn’t finish the project on time. We lost the client.

* If we dont finish the project on time, we lost the client .

1. We didn’t follow the best programming practices. This caused problems in the future.

* If we don’t follow the best programming practices, we have problems in the future.

1. We hired an experienced team. That’s why we completed the project quickly.

* If we hired experienced team, we would complete the project quickly.

1. The application doesn’t load fast enough. Users complain about its performance.

* If the application doesn’t load fast enough, the clients complain about its performance.

1. The project was delayed because the team didn’t communicate well.

* If the team had communicated well, we would have finished the project.

1. The website wasn’t optimized for mobile devices. Many users stopped using it.

If the website

1. We implemented strong security measures. The system avoided major attacks.
2. The testing phase was skipped. Bugs were found after deployment.
3. The documentation wasn’t updated. Developers struggled to understand the code.

**5: Problems and consequences:** Write the possible consequences of the following causes using conditionals.

**Causes:**

1. The developers didn’t review the code.
2. The app wasn’t tested on mobile devices.
3. The project priorities weren’t communicated to the team.
4. A backup wasn’t made before the update.