

Conditional Statements

ITP 301
Spring 2021

Conditional Statements

Used for decision making.

- Execute **different code** depending on **different conditions**.

Syntax:

```
if (condition) {  
    Code if condition is true.  
} else {  
    Code if condition is false.  
}
```

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Used for decision making.

- Execute **different code** depending on **different conditions**.

Comparison Operators:

only looks at value
5 == '5' is true

==	Equal
!=	Not equal
>	Greater than
<	Less than
>=	Greater or equal
<=	Less or equal
=== / !==	Equal / Not equal in value and data type

```
if (name == 'Tommy') {  
  console.log('Hello, Trojan!');  
}
```

```
if (age >= 18) {  
  console.log('You can vote!');  
} else {  
  console.log('You cannot vote... yet.');
```

```
}  
  
if (5 === '5') {  
  // TRUE or FALSE?  
}
```

Multiple Conditions

Used to evaluate multiple conditions each with different outcome.

```
if (condition_1) {  
    // condition_1 is TRUE.  
} else if (condition_2) {  
    // condition_1 is FALSE.  
    // condition_2 is TRUE.  
} else if (condition_3) {  
    // condition_1 is FALSE.  
    // condition_2 is FALSE.  
    // condition_3 is TRUE.  
} else {  
    // condition_1 is FALSE.  
    // condition_2 is FALSE.  
    // condition_3 is FALSE.  
}  
  
if (grade > 100 || grade < 0) {  
    alert('Invalid grade.');} else if (grade > 90) {  
    alert('You got an A.');} else if (grade > 80) {  
    alert('You got a B.');} else if (grade > 70) {  
    alert('You got a C.');} else if (grade > 60) {  
    alert('You got a D.');} else {  
    alert('You got an F.');}
```

Conditional Operators

Used to connect multiple conditions in a single `if` statement.

`&&`

And – both conditions must be TRUE for the statement to be TRUE.

`||`

Or – one of the conditions must be TRUE for the statement to be TRUE.

```
if (condition_1 && condition_2) {  
    // Both condition_1 AND condition_2 are true.  
}
```

```
if (condition_1 || condition_2) {  
    // Either condition_1 OR condition_2 is true.  
}
```

```
// Check whether 'grade' is greater than 100 or less than 0.  
if (grade > 100 || grade < 0) {  
    alert('Invalid grade.');}
```

```
// Check whether 'grade' is between 100 and 0.  
if (grade <= 100 && grade >= 0) {  
    alert('Valid grade.');}
```