

Control flow	<ul style="list-style-type: none"> - Code executes from top to bottom - Conditional execution allows you to code a program with two different routes based on a boolean value 	<p>Human example of conditional execution:</p> <p>I will meet with my wife for dinner. IF she wants pizza, we will get pizza. IF she DOES NOT want pizza, we will get something else.</p>
If/Else Statements	<ul style="list-style-type: none"> - “If” statements are helpful when you are unsure of input and want to set up alternative directions - “If” statements evaluate a condition that returns a boolean true or false → if the boolean returns ‘true’, the code in the “if” statement block will execute - “If” statements can be chained with “else” and/or “else if” statements to set up alternative <u>code blocks</u> to be executed - You can also set up additional conditions using && or 	<pre>var lexiWants = 'pizza' if(lexiWants === 'pizza') { console.log("Let's go get pizza!"); } ----- var lexiWants = 'sushi' if(lexiWants === 'pizza') { console.log("Let's go get pizza!"); } else if(lexiWants === 'salad') { console.log("Are you sure...?"); } else { console.log("So what would you like?"); } ----- var jonWants = 'pizza' if(lexiWants === 'pizza' && jonWants === 'pizza') { console.log("Let's go get pizza!") }</pre>
Loops	<ul style="list-style-type: none"> - Loops create the ability to repeat a block of code with control over how many times the block of code runs -- each time the block of code runs is called an <u>iteration</u> -- you can loop over strings, arrays, and objects <p>For loop - used to iterate (run a block of code) a specific number of times, or, when its condition</p>	<p>For loop:</p> <pre>for (var index=0; index < 10; index++) { // run code }</pre>

	<p>returns false: for (declare variables; condition; count) { // run code }</p> <p>While loop - repeats a code block until its test condition returns false: var counter = 0; while (condition) { // run code counter++ }</p> <p>Looping through an object: for (var key* in object) { // run code }</p> <p>*key is a placeholder that iterates over every key in the object</p>	<p>}</p> <p>While loop: var counter = 0; while (counter < 10) { // run code counter++ }</p> <p>Looping through an object: var petNames = {dog: 'Max', cat: 'Mewie', bird: 'Bluey'}; for (var pet in petNames) { console.log(petNames[pet]); }; → 'Max', 'Mewie', 'Bluey'</p>
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