Syntax Guide 2.1

Printing (All programming languages have some way to print)

To print a string to the screen.

```
print("Anything within quotation marks is a string")
```

Input (Most programming languages have some way to input)

To get input from the user by telling the program to wait until the user types something to the screen and then presses enter/return.

Input returns a string that can be saved into a variable.

```
input("Please type something to the screen! ")
savedInput = input("Type something else: ")
print("You typed:", savedInput)
```

If, Else-if, and Else (All programming language have conditional statements)

If, else-if (called elif in Python) and else statements are conditional statements that control the flow of what code in our program is run based on whether certain things are true or not.

```
if (x > 4):
  print("This line will run if the variable x is greater than 4!")
elif (x < 1):
  print("This line will run if x is not greater than 4, but less than 1.")
else:
  print("This line will run in all other cases, or if x is between 1 and 4.")
```