



Rocket Uniface Library 10.4

if

Define an **if/endif** conditional block.

```
if
(
  Condition 1 )
  ... one or more ProcScript statements ...
elseif
(
  Condition 2
)

  ... one or more ProcScript statements ...
elseif
(
  Condition n
)

  ... one or more ProcScript statements ... }
else
  ... one or more ProcScript statements ... }
endif
```

Clauses

Table: Clauses

Clause	Description
if	Defines a condition and marks the ProcScript to be executed if the condition is met.
elseif	Defines an alternative condition to that introduced by the If statement, and marks the ProcScript to be executed if the <i>Condition</i> is met.
else	Marks the ProcScript to be executed if none of the previous conditions have been met. If no else clause is present, no ProcScript statements are executed.
endif	Marks the end of the if conditional block.

Parameters

Table: Parameters

Parameter	Data Type	Description
<i>Condition</i>	Boolean	Boolean expression that must evaluate to TRUE before the repeat loop can end. Uniface converts any data types specified in the expression to boolean data types. For more information, see Type Conversion .

Return Values

None

Use

Allowed in all component types.

Description

An **if/endif** block allows you to write ProcScript that is conditionally executed based on the results of logical expressions. Each *Condition* is evaluated in sequence, beginning with the one on the **if** statement.

- If a *Condition* is evaluated as TRUE, the following group of ProcScript statements up to the next **elseif**, **else**, or **endif** statement is executed.
- If a *Condition* is FALSE, the ProcScript statements following the **else** statement are executed. If no **else** clause is present, no ProcScript statements are executed.

Nesting and Writing if Blocks

Any number of **elseif** clauses may be included. Conditional statements such as **if/endif**, **while/endwhile**, and **repeat/until** can be nested up to 32 levels.

- In each **if**, **elseif**, and **else** clause, if there is more than one ProcScript statement, each statement must begin on a separate line, beginning on the line below the **if**, **elseif**, or **else** statement.
- If only one ProcScript statement is required for the **if** clause, it can occur on the same line as the **if**; in this case, do not include any **elseif** clauses, an **else** clause, or an **endif**.
- If only one ProcScript statement is required for an **elseif** clause, it can occur on the same line; in this case, do not include further **elseif** clauses, an **else** clause or an **endif**.
- If only one ProcScript statement is required for the **else** clause, it can occur on the same line; in this case, do not include an **endif**. This style of programming is not recommended.

Example: Conditionally Printing a Break Frame

The following example shows how an **if** statement is used to conditionally print a break frame:

```
trigger leavePrinted
AMOUNT.SUBTOTAL = (AMOUNT.SUBTOTAL + INVAMOUNT)
if (INVDATE != $next(INVDATE)) ; if next invoice date different
printbreak "SUBTOTAL" ; print "SUBTOTAL" break frame
AMOUNT.SUBTOTAL = 0 ; set subtotal to 0
eject ; start printing on next page
else
skip ; print next line empty
endif
end; leavePrinted
```

Example: Determining the Alphabetic Range of a Field

The following example illustrates a simple use of the `elseif` clause to determine the alphabetic range of the field `NAME`:

```
$1 = NAME[1:1]
if ($1 < "M")
  message "NAME starts A-L"
elseif ($1 > "M")
  message "NAME starts N-Z"
else
  message "NAME starts M"
endif
```

Related concepts

[Conditions](#)

[Operators](#)

[while](#)

[repeat](#)

[selectcase](#)