

Making decisions

Writing instructions as code

If it's sunny, go outside, else stay inside.

```
If(weather == "sunny"){
    console.log("Go outside");
}else{
    console.log("Stay inside");
}
```

Operators

```
3 === 2; // False  
3!== 2; //true  
6<2 // false  
6>2 // true  
5<=6 //true  
5>=5 //true
```

== VS ===

`==` checks for value, `===` checks for type and value.

same for `!=` and `!==`

```
10 == "10" // true  
10 === "10" // false
```

Conditions

```
If (temperature > 20){  
    console.log("Go for a swim");  
} else{  
    console.log("dont swim");  
}
```

Else if

code stops at the first block where the condition is met

```
let number = 10;
if (number === 9){
    //not being done
}else if(number<5){
    //not being done
} else if(number>5){
    //Will be done
}else{
    //not being done
}
```

Switch statements

Works like else If, must remember break;

Use if you need more than one else if.

```
let x = 3;
switch (x) {
    case 1:
        console.log("number is 1");
        break;
    case 2:
        console.log("number is 2");
        break;
    case 3:
        console.log("number is 3");
        break;
    default:
        console.log("number is not 1-3");
        break;
}
```

Demonstration of =, == and ===