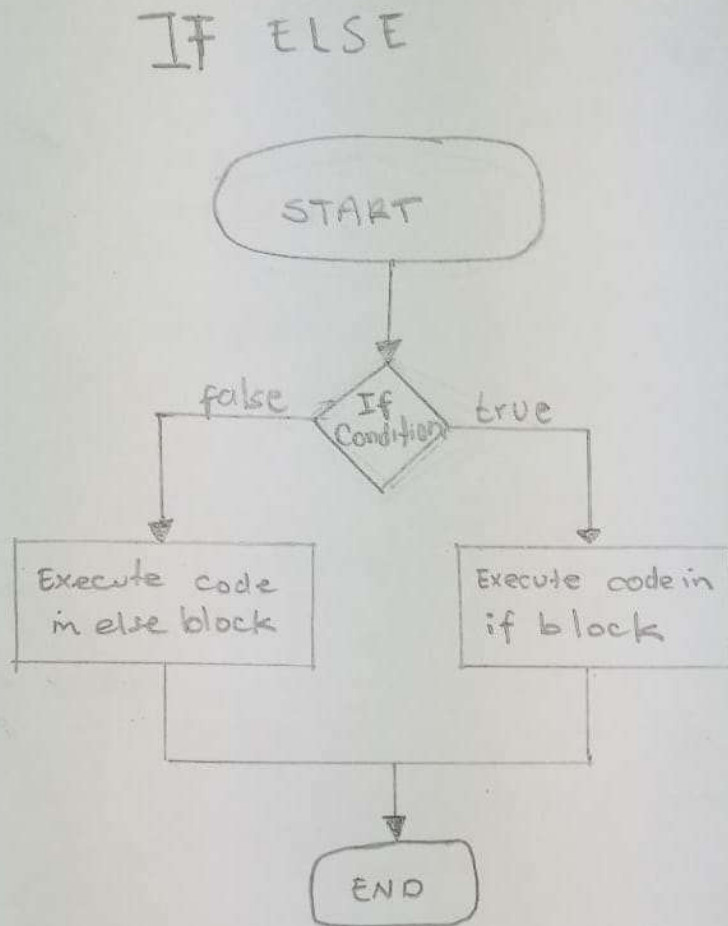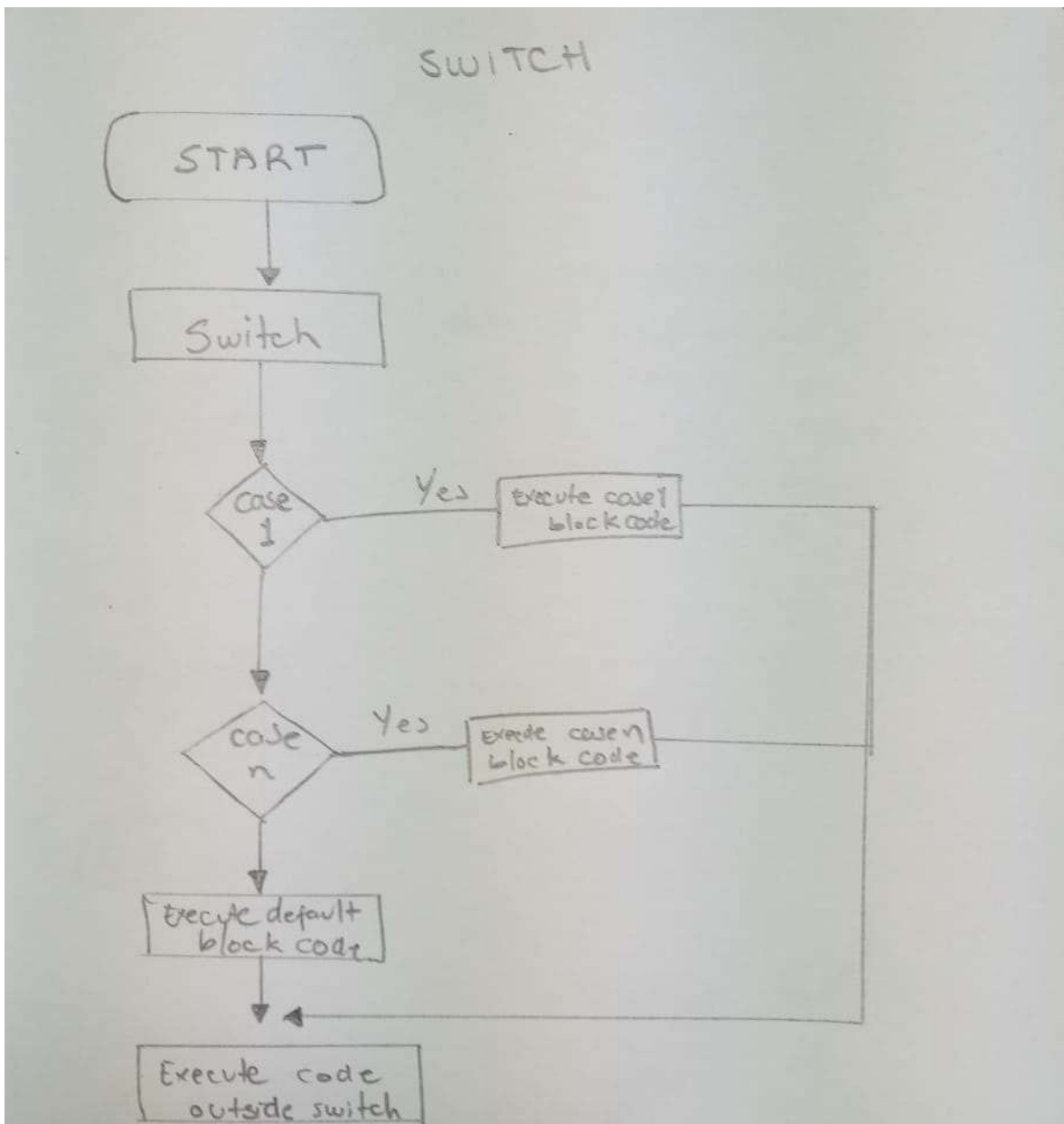# IF ELSE

- The code reaches the if else.
- Evaluate the condition. (If condition).
- If the condition is true, execute the corresponding block. and ends the if else.

- If the condition is false, execute the corresponding block and ends the if else.

SWITCH

START

Switch

Case 1 — Yes → Execute case1 block code

Case n — Yes → Execute case n block code
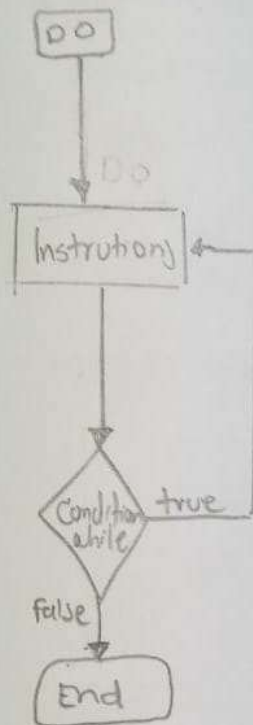
Execute default block code

Execute code outside switch

- The code reaches the switch condition.
- Evaluate the condition, depending on the case run one.
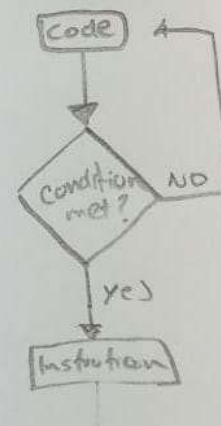- If there is no specific case, run a default case.

DO WHILE
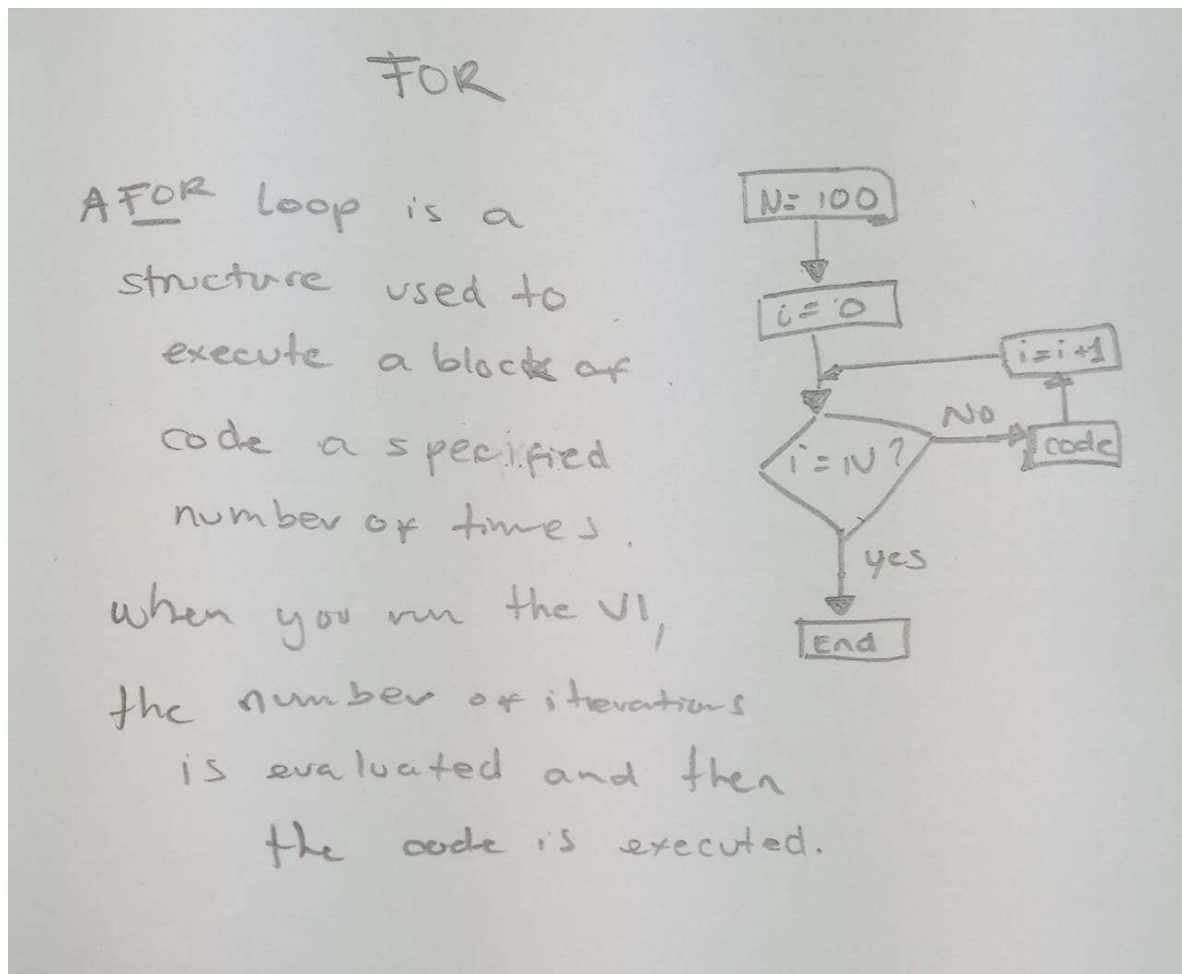
DO

Do

Instrution

Condition
while — true

false

End

It is a cyclical control
structure that allows a block
of instruccions to be
repeatedy executed without
inmedicitly evaluating a
specific condition, but
rather evaluating it just
after executing the block
of instructions for the
first time.

WHILE

A while loop is a
structure that is used
to execute a block of
code repeatedly until a
certain condition is met.
Running the VI exectes
the code inside the while
loop and then the
teminal condition is
evaluated.

Code

Condition
met? — NO

yes

Instrution

FOR

A **FOR** loop is a structure used to execute a block of code a specified number of times. When you run the VI, the number of iterations is evaluated and then the code is executed.

If else vs Switch

- If else is a conditional that allows you to execute code if a condition is met, the switch allows you to execute code according to specific cases and have a default case.

Do while vs While vs For

- In the do while the instructions are executed without immediately evaluating the condition; in the while the condition is first evaluated and then the instructions are executed, and in the for a block of code is executed a specified number of times.