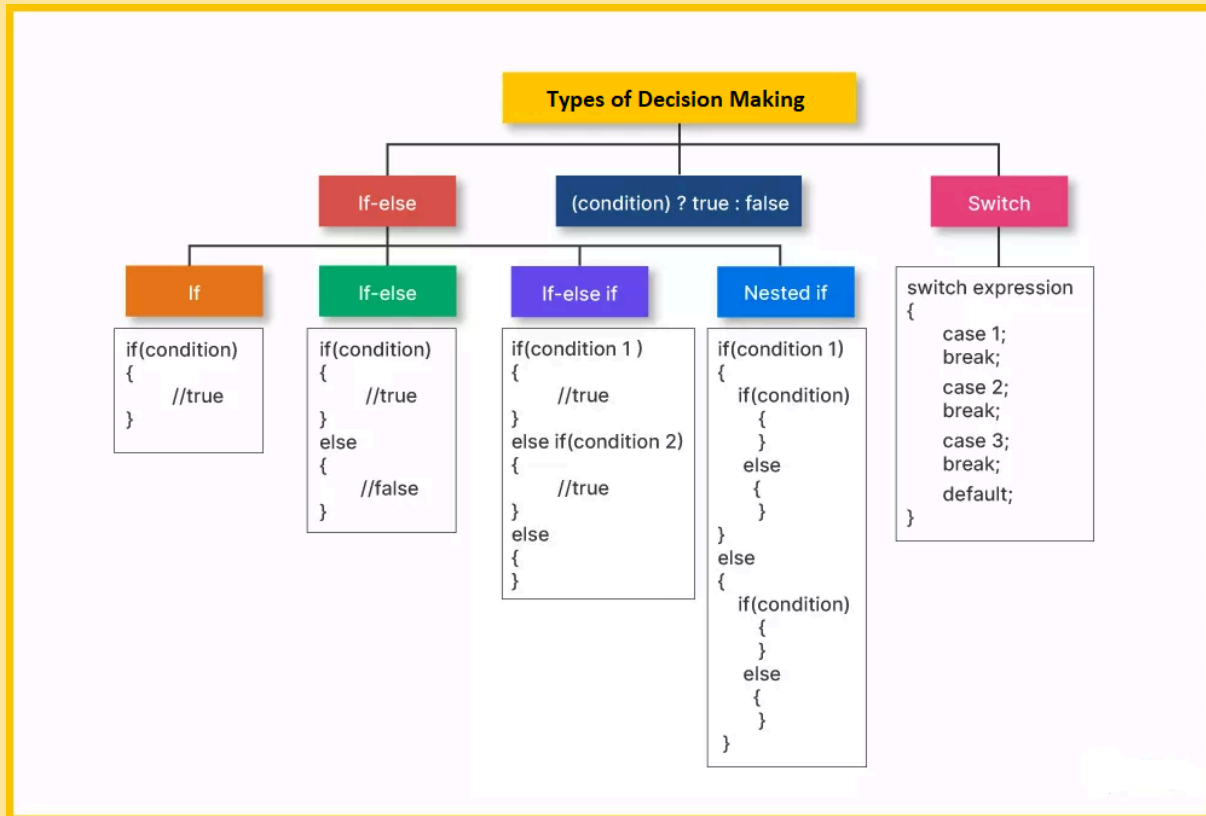


TypeScript - Decision Making

- Decision making statements are used to control the flow of execution of a program based on certain conditions.
- Here, statements are executed if the condition is **true**, or optionally, other statements are executed if the condition is **false**.



JavaScript

```
if (true)
{
    console.log('This will always executed.');
```



```
if (false) {
    console.log('This will never executed.');
```



```
}
```

JavaScript

```
let x: number = 10, y = 20;
```



```
if (x < y)
{
    console.log('x is less than y');
```



```
}
```

Unset

```
let let x: number = 10, y = 20;
```



```
if (x > y)
{
    console.log('x is greater than y.');
```



```
}
else
{
    console.log('x is less than or equal to y.');//This will be
executed
}
```

JavaScript

```
let let x: number = 10, y = 20;
```

```
let x: number = 10, y = 20;
```

```
if (x > y)
```

```
{
```

```
  console.log('x is greater than y.');
```

```
}
```

```
else if (x < y)
```

```
{
```

```
  console.log('x is less than y.');//This will be executed
```

```
}
```

```
else if (x == y)
```

```
{
```

```
  console.log('x is equal to y');
```

```
}
```

```
if (x > y)
```

```
{
```

```
  console.log('x is greater than y.');
```

```
}
```

```
else
```

```
{
```

```
  console.log('x is less than or equal to y.');//This will be  
executed
```

```
}
```

JavaScript

```
let x: number = 10, y = 20;
```

```
x > y? console.log('x is greater than y.'): console.log('x is less  
than or equal to y.')
```

JavaScript

```
let day : number = 4;
switch (day) {
  case 0:
    console.log("It is a Sunday.");
    break;
  case 1:
    console.log("It is a Monday.");
    break;
  case 2:
    console.log("It is a Tuesday.");
    break;
  case 3:
    console.log("It is a Wednesday.");
    break;
  case 4:
    console.log("It is a Thursday.");
    break;
  case 5:
    console.log("It is a Friday.");
    break;
  case 6:
    console.log("It is a Saturday.");
    break;
  default:
    console.log("No such day exists!");
    break;
}
```