



Else If



Testing for several different conditions

```
// Tools
const int Pen{ 10 };
const int Marker{ 20 };
const int Eraser{ 30 };
const int Rectangle{ 40 };
const int Circle{ 50 };
const int Ellipse{ 60 };
```

## else if clauses

```
int tool{ Ellipse };

if (tool == Pen) {
    std::cout << "Active tool is pen" << std::endl;
    //Do the actual painting
}
else if (tool == Marker) {
    std::cout << "Active tool is Marker" << std::endl;
}
else if (tool == Eraser) {
    std::cout << "Active tool is Eraser" << std::endl;
}
else if (tool == Rectangle) {
    std::cout << "Active tool is Rectangle" << std::endl;
}
else if (tool == Circle) {
    std::cout << "Active tool is Circle" << std::endl;
}
else if (tool == Ellipse) {
    std::cout << "Active tool is Ellipse" << std::endl;
}
```



