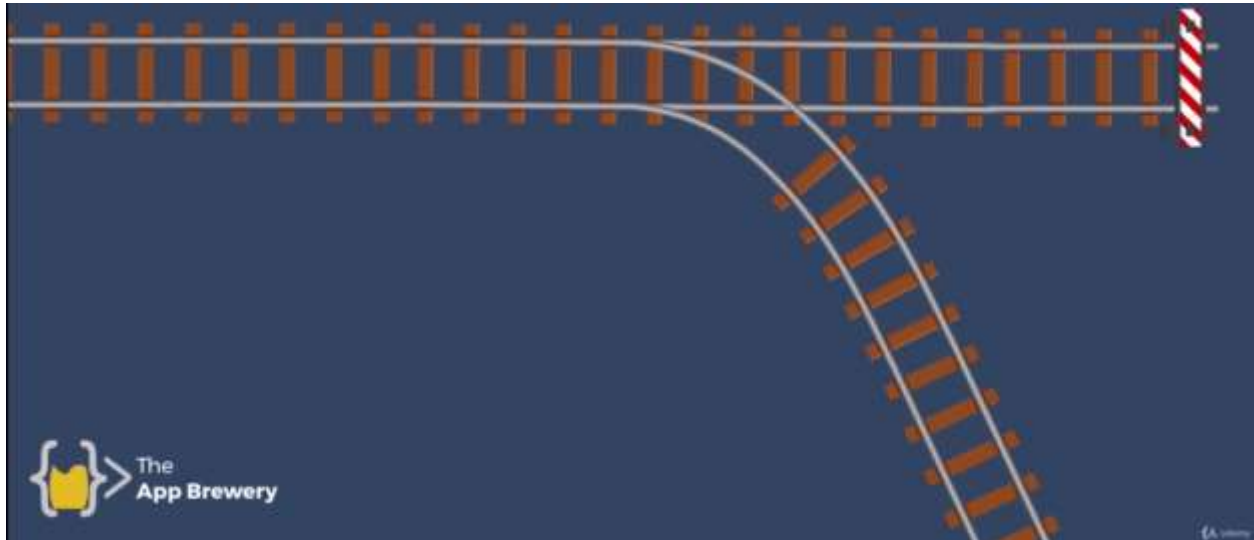


Control Statements Using If-Else Conditionals & Logic

If-Else Statements:

These are used as conditional statements.

If path is straight, then move straight else turn.



```
if (track === "clear") {goStraight();}

else {turnRight();}
```

Let's give it structure.

```
if (track === "clear") {
  goStraight();
} else {
  turnRight();
}
```

```
prompt("What is your name?");
```

```
prompt("What is their name?");
```

```
var loveScore = Math.random()*100;
```

```
loveScore = Math.floor(loveScore)+1; //1-100
```

```
if(loveScore===100){
```

```
    alert("Your love score is: "+loveScore+"%. You love each other like Kanye loves Kanye");
```

```
}
```

```
else{
```

```
    alert("Your love score is: "+loveScore+"%");
```

```
}
```

```
> prompt("What is your name?");
prompt("What is their name?");

var loveScore = Math.random()*100;
loveScore = Math.floor(loveScore)+1; //1-100
if(loveScore===100){
    alert("Your love score is: "+loveScore+"%. You love each other like Kanye loves Kanye");
}
else{
    alert("Your love score is: "+loveScore+"%");
}
< undefined
>
```

```
prompt("What is your name?");
```

```
prompt("What is their name?");
```

```
var loveScore = Math.random()*100;
```

```
loveScore = Math.floor(loveScore)+1; //1-100
```

```
if(loveScore>70){
```

```
    alert("Your love score is: "+loveScore+"%. You love each other like Kanye loves Kanye");
```

```
}
```

```
else{
```

```
    alert("Your love score is: "+loveScore+"%");  
}
```

