Program Flow
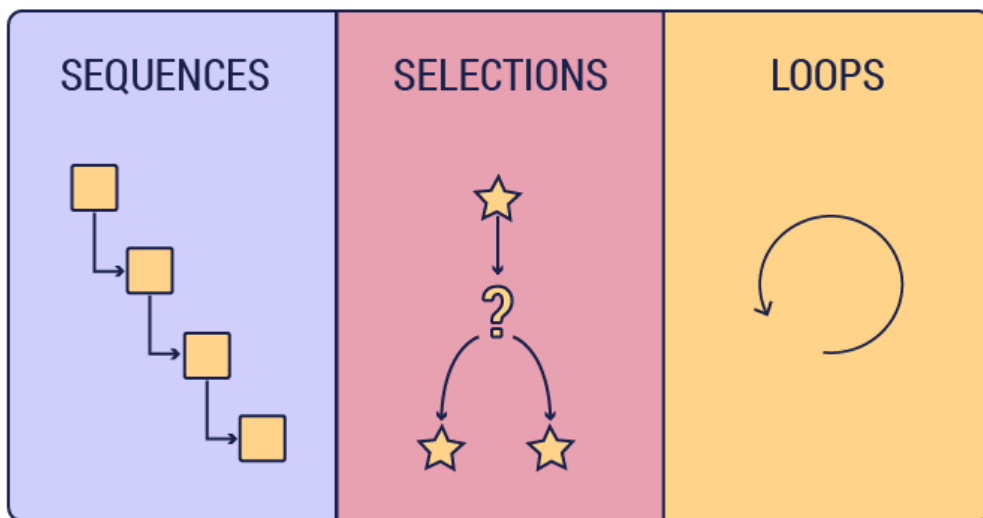
So far we have covered the different types of basic functions and arithmetics (addition,subtraction, etc.) and logical (true or false) operations in JavaScript.

We can use these to write a sequence of instructions that perform a calculation.

However, in software development there are three types of control structures:

1. **Sequence**: write instructions one after the other

2. **Selection**: either execute one set of instructions or another

3. **Iteration**: execute a set of instructions for a finite or infinite number of times

   As we already know how to sequence instructions one after another, it is time to learn about selection and iteration. Let's start with selection (the if statement).