

OIM3690 - Web Technologies



Conditional Statements

Branching in JavaScript

- Branching (or *conditional statements*) is used to do different things based on different conditions
- Condition
 - an expression that is either `true` or `false` (**Boolean**)
- Examples:
 - If two values are the same, do something. If two values are different, do something else.
 - Depending on state, provide choice of cities.
 - If user enters *value1*, then do *action1*. If the user enters *value2*, then do *action2*. If the user enters nothing, then let the user know.

Conditional statements

- Syntax

```
if (condition) {  
    // statements1  
} else {  
    // statements2  
}
```

- if the condition is `true`, one set of statements is run
- if the condition is `false`, a different set is run

Equality operators

- `a==b` : is `a` equal to `b` ?
 - `3 == '3' // true`
- `a!=b` : is `a` not equal to `b` ?
- `a===b` : is `a` strictly equal to `b` ?
 - `3 === '3' // false`
- `a!==b` : is `a` not strictly equal to `b` ?

Relational operators

- `a > b` : is `a` greater than `b` ?
- `a >= b` : is `a` greater than or equal to `b` ?
- `a < b` : is `a` less than `b` ?
- `a <= b` : is `a` less than or equal to `b` ?
- `a instanceof B` : is `a` an instance of `B` ?
 - Note: `instanceof` vs. `typeof`

Logical operators

- `(condition1) && (condition2)` : are both conditions true?
- `(condition1) || (condition2)` : is either condition true?
- `!(condition)` : is `condition` false?

if ... else statements example

```
if (x == "male") {  
    alert("Hello, sir!");  
    alert("How old are you?");  
} else {  
    alert("Hello, madam!");  
    alert("You look really young!");  
}
```


Complex conditional statements

```
if (condition) {  
    // statements1  
} else if (condition2) {  
    // statements2  
} else if (condition3) {  
    // statements3  
}  
// ...  
else {  
    // final statements  
}
```

Exercise: *ex14.html*

- Download *ex14.html* from GitHub (*OIM3690/resources/templates*)
- Download 4 images of Celtics players from GitHub (*OIM3690/resources/templates/images*)
- Add JavaScript so that when the user clicks on the image:
 - display a *prompt* that asks the user for player name
 - change the *image* to show user's favorite Celtics player
 - if the user enters anything else but the 4 names, pop an *alert* saying that the input is incorrect
- Update *sitemap.html* and *commit/push* to GitHub

Questions?

