# OIM3690 - Web Technologies



#### **Conditional Statements**

### **Conditional Statements in JavaScript**

 Conditional statements (or bracking) is used to do different things based on different conditions

#### Condition:

o An expression that evaluates to a **Boolean** value (true or false).

#### • Examples:

- If the user is logged in, display their name. If they are not logged in, display the login button.
- If the user enters a valid email, send a confirmation message. If the email is invalid, display an error message.
- If the user selects the dark theme, change the page's theme to dark;
   otherwise, keep/change the default light theme.

#### **Conditional statements**

• Syntax:

```
if (condition) {
   // do something;
} else {
   // do something else;
}
```

• Example:

```
if (num % 2 == 0) {
  console.log("The number is an even number.");
} else {
  console.log("The number is not an even number.");
}
```

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### **Equality Operators**

- a == b
  ls a equal to b?
  E.g. 3 == '3' // true
- a != bls a not equal to b?
- a === b
   ls a strictly equal to b?
   E.g. 3 === '3' // false
- a !== bls a not strictly equal to b?

### Relational operators

- a > b
- a >= b
- a < b
- a <= b
- a instanceof B: is a an instance of B?
  - Note: instanceof VS. typeof

### **Logical Operators**

- (condition1) && (condition2)
  - o Are both conditions true?
- (condition1) || (condition2)
  - o Is either condition true?
- !(condition)
  - o Is condition false?

#### **Logical Operators Examples**

```
let x = 10;
let y = 5;
if (x > 5 \&\& y < 10) {
  console.log("Both conditions are true");
} else {
  console.log("Both conditions are not true");
if (x > 15 | | y < 2) {
  console.log("At least one condition is true");
if (!(x == 5)) {
  console.log("x is not equal to 5");
```

#### **Complex Conditional Statements**

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

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### **Complex Conditional Statements Example**

```
if (temperature >= 90) {
  console.log("Phew! It's hot enough to fry an egg on the sidewalk!");
} else if (temperature >= 65 && temperature < 90) {
  console.log("Ah, it's warm and toasty like a freshly baked croissant!");
} else if (temperature >= 50 && temperature < 65) {
  console.log("It's a nice day! Perfect weather for a picnic or outdoor concert.");
} else {
  console.log("Brr, a bit chilly today! Just another typical Spring in Boston!");
}</pre>
```

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#### Exercise: ex15.html

- Download ex15.html from GitHub OIM3690/resources/templates
- Download 4 images of Celtics players from GitHub to "images" folder.
- Write a JavaScript function that listens for click events on the images:
  - Display a prompt that asks user for the name of their favorite Celtics player.
  - If the user enters the name of one of the 4 Celtics players, swap the clicked image with the image of the corresponding player.
  - If the user enters a name that is not one of the four Celtics players, display an alert with an error message.
- Update sitemap.html and commit/push to GitHub

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## Questions?

