# **Condition is True**

```
number = 10
—if number > 0:
—# code
```

# code after if

## **Condition is False**

```
number = -5

──if number > 0:

# code

# code
```

## **Condition is True**

```
number = 10
if number > 0:
 →# code
else:
   # code
```

# code after if

# **Condition is False**

```
number = -5
if number > 0:
   # code
else:
   # code
# code after if
```

### 1st Condition is True

```
let number = 5
\cdot if number > 0 :
  → # code
elif number < 0 :
    # code
else :
    # code
# code after if
```

### 2nd Condition is True

```
let number = -5
 if number > 0 :
     # code
▶ elif number < 0 :</pre>
      # code
 else :
     # code
 # code after if
```

### **All Conditions are False**

```
let number = 0
 if number > 0 :
     # code
 elif number < 0 :
     # code
else :
     # code
# code after if
```

