Code Examples

Key Points

- If conditions can be used to include or exclude code based on true or false evaluations

- Else and else if can be used to create multiple conditions, where the first **one** that's true is executed

- Switch statements work like else if conditions except that they can be easier to follow when one value is measured and one of a number of responses is executed as a result.

- It's sometimes better to stage logic in a function by checking for things that would cause the function to end early, *instead* of wrapping your entire function in multiple nested if conditions.

Code Examples

If statement

1. bool condition;

2.

3. private void Start()

4. {

5.   if (condition)

6.   {

7.   // The condition is true

8.   }

9. }

If else statement

1. bool condition;

2.

3. private void Start()

4. {

```
5.    if (condition)
6.    {
7.        // The condition is true
8.    }
9.    else
10.   {
11.       // The condition is not true
12.   }
13. }
```

Else if statement

```
1.  bool firstCondition;
2.  bool secondCondition;
3.
4.  private void Start()
5.  {
6.     if (firstCondition)
7.     {
8.         // The condition is true
9.     }
10.    else if (secondCondition)
11.    {
12.        // The condition is not true
13.    }
14.    else
15.    {
16.        // Neither of the two conditions were true
```

17. }

18. }

Switch statement

```
1.  public int position;

2.

3.  private void Start()

4.  {

5.     string suffix = "";

6.     switch (position)

7.     {

8.        case 1 :

9.           suffix = "st";

10.          break;

11.

12.       case 2 :

13.          suffix = "nd";

14.          break;

15.

16.       case 3 :

17.          suffix = "rd";

18.          break;

19.

20.       case >= 4 and < 21 :

21.          suffix = "th";

22.          break;

23.
```

```
24.    default :
25.       suffix = "";
26.       break;
27.   }
28.
29.   Debug.Log("The player placed " + position + suffix);
30. }
```