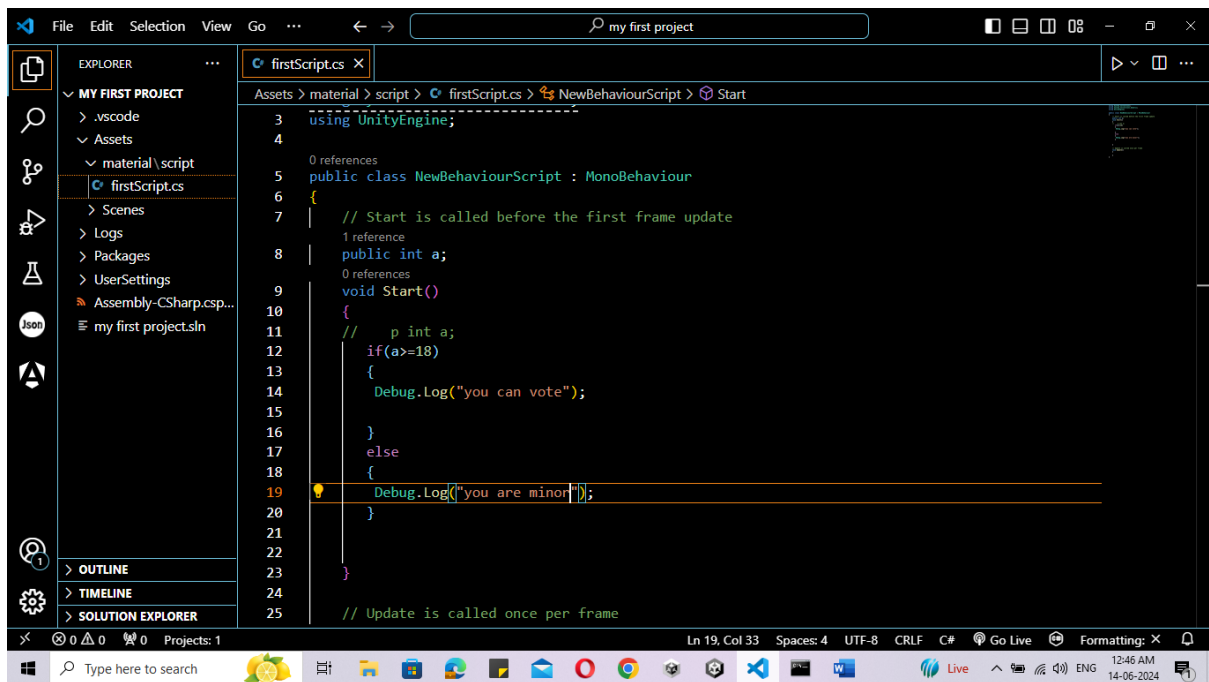


If else is used for decision making

In if block we can write certain condition if the condition is true the if block will executed

And if condition is false then else block will be executed.

Code



```
3 using UnityEngine;
4
5 public class NewBehaviourScript : MonoBehaviour
6 {
7     // Start is called before the first frame update
8     public int a;
9     void Start()
10    {
11        // print a;
12        if(a>=18)
13        {
14            Debug.Log("you can vote");
15        }
16        else
17        {
18            Debug.Log("you are minor");
19        }
20    }
21
22    // Update is called once per frame
23
24
25
```

