

**Goal:** Use an `if` statement to toggle only closed switches.

Try running this puzzle a few times before you write any code. You'll notice three switches on the walkway, each *randomly* toggled open or closed.

If you toggle a switch that's already open, the switch will close. You'll need to use an `if` statement to check each switch before toggling it.

Use `isOnClosedSwitch` as the **condition** in the `if` statement so you can tell your character, "If you're on a closed switch, toggle the switch."

Example

```
if isOnClosedSwitch {  
    toggleSwitch()  
}
```

- 1 Move to the first switch.
  - 2 Select `if` in the shortcut bar to add an `if` statement.
  - 3 Add the condition `isOnClosedSwitch`, and toggle the switch if true.
  - 4 Repeat for the two remaining switches.
- 

```
moveForward()  
moveForward()  
if isOnClosedSwitch {  
    toggleSwitch()  
  
}  
else {  
    moveForward()  
}
```