

Goal: Use `if` and `else if` to toggle a switch or collect a gem.

Again, try running the puzzle a few times, and you'll find that switches and gems both appear in random places.

To figure out whether to toggle a switch or collect a gem, use an `if statement` to check one possible condition and an `else if block` to check the other.

Example

```
if isOnClosedSwitch {
    toggleSwitch()
} else if isOnGem {
    collectGem()
}
```

The new `isOnGem` condition will help determine whether your character is on a gem.

- 1 Move to the first randomized tile, then add an `if` statement.
 - 2 Inside your `if` statement, add an `else if` block.
 - 3 Enter code to toggle the switch open if on a closed switch, and to collect a gem if on a gem.
 - 4 Repeat for the second tile.
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```
for i in 1 ... 2 {
    moveForward()
    if isOnClosedSwitch {
        toggleSwitch()
    }
    else if isOnGem {
        collectGem()
    }
}
```