

Goal: Use an `if` statement inside a loop to toggle a switch or collect a gem.

In this puzzle, there are 12 tiles containing a gem, a switch, or a portal. If there is a gem on the tile, collect it. If there is a closed switch, toggle it open. If there is a portal, simply move forward. Watch the `wireframes` when you run the puzzle—they show the possible items that might appear.

Instead of writing a long series of `if` statements, you can combine the power of conditional statements with loops, and write your logic inside a `for` loop.

And, because a tile might contain a gem, a switch, or neither, this is a great opportunity to use an `else if` block to check another condition.

- 1 In the `for` loop below, add an `if` statement after `moveForward()` to check `isOnGem` or `isOnClosedSwitch`.
 - 2 In your `if` statement, add an `else if` block to check another condition.
-

```
for i in 1 ... 12 {
```

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

```
}
```