

Goal: Use a `while` loop and an `if` statement to open all the switches.

Now try making your `while` loops even smarter using conditional code. To solve this puzzle, you'll need a `while` loop to toggle open every switch along the three platforms. However, you can't simply use the condition `isOnClosedSwitch`, or the loop will stop running when you reach a portal or an open switch.

- 1 Add a `while` loop by selecting `while` in the shortcut bar.
 - 2 Add a condition to make your character continue moving forward until reaching the end of the third platform.
 - 3 In your `while` loop, use an `if` statement to toggle only closed switches, not open ones.
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```
while !isBlocked {  
    if isOnClosedSwitch{  
        toggleSwitch()  
    }  
    else {  
        moveForward()  
    }  
}
```