Conditional Statements – if, else and else if

Very often when you write code, you want to perform different actions for different decisions. You can use conditional statements in your code to do this.

In JavaScript we have the following conditional statements:

- Use `if` to specify a block of code to be executed, if a specified condition is true
- Use `else` to specify a block of code to be executed, if the same condition is false
- Use `else if` to specify a new condition to test, if the first condition is false
- Use `switch` to specify many alternative blocks of code to be executed

Simple if Statement

Use the `if` statement to specify a block of JavaScript code to be executed if a condition is true.

Syntax

```
if (condition) {
  //  block of code to be executed if the condition is true
}
```

Example

Make a "Good Morning" greeting if the hour is less than 12:00

```
if (hour < 18) {
  greeting = "Good Morning";
}
```

The else Statement

Use the `else` statement to specify a block of code to be executed if the condition is false.

```
if (condition) {
  //  block of code to be executed if the condition is true
} else {
  //  block of code to be executed if the condition is false
}
```

Example

If the hour is less than 12, create a "Good Morning" greeting, otherwise "Good Day":

```
if (hour < 12) {
  greeting = "Good Morning";
} else {
  greeting = "Good Day";
}
```

The else if Statement

Use the else if statement to specify a new condition if the first condition is false.

Syntax

```
if (condition1) {
  //  block of code to be executed if condition1 is true
} else if (condition2) {
  //  block of code to be executed if the condition1 is false and
condition2 is true
} else {
  //  block of code to be executed if the condition1 is false and
condition2 is false
}
```

Example

If time is less than 12:00, create a "Good morning" greeting, if not, but time is less than 16:00, create a "Good Afternoon" greeting, otherwise a "Good Evening":

```
if (time < 12) {
  greeting = "Good morning";
} else if (time >= 12 && time < 16) {
  greeting = "Good Afternoon";
} else {
  greeting = "Good Evening";
}
```

The result of greeting will be: Good evening