IF: The instruction IF does a conditional task repeating once. It can trigger any operator in its snippet.

Example:

IF {VAR INT C, A

INPUT C

“C=5” THEN

“C\*2=R” ELSE “C\*3=R”

OUTPUT R}

WHILE: The instruction WHILE is similar to IF, but it repeats itself until a certain condition is achieved.

Example(99 bottles of beer, only loop):

WHILE {VAR INT Bottles

Bottles=99

OUTPUT “”Bottles” bottles of beer on the wall, “Bottles” bottles of beer.  
Take one down and pass it around, “Bottles-1” bottles of beer on the wall.”

Bottles=0

OUTPUT “No bottles of beer on the wall, No bottles of beer.

Go to the store, buy some more, 99 bottles of beer on the wall”

}