CHAPTER 5 – CONDITIONALS & RANDOM

JS Random

JS Random returns a random number between 0 & 1. It always return a value less than 1.

e.g.- *Math.random();*

JS Random Integers

Math.random() used with Math.floor() can be used to return random integers.

e.g.- *Math.floor(Math.random() * 10);*

// Returns a random integer from 0 to 9:

JS Conditionals

1. The if statement

Use if to specify a block of code to be executed, if a specified condition is true.

e.g.- *if(hour < 18){*

greeting = "Good day";

}

2. The else statement

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

e.g.- *if(hour < 18){*

greeting = "Good day";

} else{

greeting = "Good evening";

}

3. The else if statement

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

e.g.- *if(time < 10){*

greeting = "Good morning";

} else if (time < 20){

greeting = "Good day";

} else{

greeting = "Good evening";

}

JS Switch Statement

Use the switch statement to select one of many code blocks to be executed.

e.g.- *switch (new Date().getDay()) {*

case 6:

text = "Today is Saturday";

break;

case 0:

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        text = "Today is Sunday";
        break;
    default:
        text = "Looking forward to the Weekend";
}
```

The break Keyword

When JS reaches a break keyword, it breaks out of the switch block. This will stop the execution inside the switch block.

The default Keyword

The default keyword specifies the code to run if there is no case match.