

Control Flow Cheat Sheet

Here are some notes on what's been covered in this chapter; feel free to copy this and extend it to make your own cheatsheet.

Conditionals

Ternary Operator

- The ternary operator takes in a condition; depending on whether that condition is is truthy or falsey, the operator will evaluate to one of two specified values.

```
(x > 10) ? 'Greater than 10.' : 'Less than 10.';
```

- It can also be used inside larger expressions.

```
'Today is ' + ((temp > 70) ? '' : 'not') + ' hot.';
```

if...else statement syntax

```
if (condition1) { // Code to be executed if condition1 is true } else if (condition2) {  
// Code to be executed if condition1 is false and condition2 is true } else if  
(condition3) { // Code to be executed if condition1 and condition2 are false, and  
condition3 is true } else { // Code to be executed if condition1, condition2, and  
condition3 are false }
```

- With `else if`, each additional condition will only be checked if all of the prior conditions have failed.

switch statement syntax

```
switch (expression) { case value1: // Code to be executed if expression === value1  
break; case value2: // Code to be executed if expression === value2 break;  
default: // Code to be executed if expression is different from both value1 and value2  
}
```

Loops

- Loops are used to tell our programs to take repeated action.

while Loops

- while loops can run indefinitely, so long as the condition remains true.
- The loop's condition is re-evaluated each time the block finishes running.

for Loops

- A 'for' loop will generally run a fixed number of times, not indefinitely.
- The three parameters for a for loop, in order, are (1) an initialization, (2) a condition, and (3) a final expression.