

Classroom Assignment: Conditional Statements

Learning Objective:

Learn how to use **if-else** and **switch-case** statements in JavaScript to make decisions in a program.

Expected Completion Time:

Best Case: 15 minutes

Average Case: 20 minutes

Assignment Details:

Write a JavaScript program that:

- Decides which browser to launch using **if-else** statements.
- Chooses which set of tests to run using a **switch** statement.

Assignment Requirements:

1. Start by creating a variable named `browserName` and assign a value like "chrome" or any other browser name.
2. Use an **if-else** statement to check the value of `browserName`:
 - If it is "chrome", display "Launching Chrome browser..."
 - Otherwise, display "Launching default browser..."
3. Next, create another variable named `testType` and assign a value like "smoke", "sanity", or "regression".
4. Use a **switch** statement to handle `testType`:
 - When `testType` is "smoke", display "Running Smoke Tests..."
 - When `testType` is "sanity", display "Running Sanity Tests..."
 - When `testType` is "regression", display "Running Regression Tests..."
 - If none of these match, display "Running Default Smoke Tests..."
5. Run your program and check if the correct messages are printed based on the given values.

Hints to Solve:

Use if and else blocks for browser decision-making.

Use switch with multiple case statements to handle different test types.

Use `console.log()` to display messages for each case.

Expected Outcome:

After completing this exercise, you should be able to:

- Write decision-making code using **if-else** and **switch** statements.
- Understand how JavaScript executes code based on different conditions.
- Confidently control your program's flow using logical choices.