1). if

```
if (cond) {
    // Stat
}
```
Conditional 👁

2) else

```
if (cond) {
    // Stat if true
} else {
    // Stat if false
}
```
Conditional ~x~

3) else if

```
if (cond) {
    // block if cond1
       is true
} else if (Cond2) {
    // block if cond2
       is true
} else {
    // block if cond1
             cond2
} false
```
Conditional ~x~

4) Switch

```
Switch (expression) {
    case x:
        // code
        break;
    case y:
        // code
        break;
    default:
        // code
}
```
Conditional

Evaluation
Next case
d exe
If → omit break even if not match case

( ) Switch → Evaluated expr
↓
Once

~) If () Match → Associated code Block Executed
↳ No Match → Default code Block Executed

Value of Expr ~compare → value
↓
Each
↓
Case

5 break ~x~   ~x~

It breaks out of switch block.
Stop exe inside

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1 2 3 4 5 6 7
8 9 10 11 12 13 14
15 16 17 18 19 20 21
22 23 24 25 26 27 28
29 30 31

default ~xx~   ~y~

→ Specifies code to run
↳ If no case match
does not have to be last case
In switch block

for loop

```
for (expr1; expr2; expr3){
  //code
}
```

{Initialization
→ cond
→ Increment/decrement

expr 1 :
execute one time before cue of code block

expr 3 :
execute (every time) after code block execute.

expr 2 → cond for exe → code block

8) for in

```
for (key in object){
  //code block
}
```

→ Loop through Properties of object {Array}

a) Not use ∩ for in → Array

9) for of
(pg 163)

```
for (variable of iterable)
{
  //code block
}
```

→ loop through value of an iterable object.
(Array, Strings, Maps..)

10) while loop

```
while (cond){
  //code block
}
```

Loop through code as long as specified cond is true

11) do while loop

```
do {
  //code block
};
while (cond)
```

a) Variant of while Loop

b) Execute //code block once before check cond then repeat bop as cond til true!

12	break	Start jumps out of loop / switch statement.

```
for (i=0; i<5; i++) {
  if (i==4) {
    break;
  }
  text += i;
}
```

0 ✓
1 ✓
2 ✓
3 ✓
4 ✗
5 ✗

13	Continue	Breaks 1 iteration if specified cond occurs continue with next iteration in loop)

```
for (i=0; i<5; i++) {
  if (i==4) {
    continue;
  }
  text += i;
}
```

0
1
2
3
4 ✗
5 ✗

14	Labels	To label → Precede stat is with labelname & a colon

```
label:
Statements
```

```
break labelname;
Continue labelname;
```

Eg:
```
const num = [1,2,3];
let text = "";
list: {
  text += num[0] + "<br>";
  text += num[1] + "<br>";
  text += num[2] + "<br>";
  break list;
  text += num[3] + "<br>";
}
```

o/p
1
2
3

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