

CONDITIONAL STATEMENTS

Those statements that tells interpreter to do certain task in particular case.

IF STATEMENTS

- i. Use to check special case.
- ii. Runs only when conditional statement returns True.
- iii. SYNTAX for *if-statements* –
if <ConditionalStatement> :
 action_1
 action_2
 .
 .
 action_n

ELSE STATEMENTS

- i. Logically else must not have any conditional statement.
- ii. Else statement is always written at last.
- iii. Else statements are not mandatory to add every time.
- iv. SYNTAX for *else-statements* –
 else :
 action_1
 action_2
 .
 .
 action_n

MULTIPLE IF-ELSE STATEMENTS (ELIF STATEMENTS)

- i. They are written in between if-statement and else-statement.
- ii. Number of elif statements will always be (c-2), where c is the number of cases.
- iii. SYNTAX for *elif-statements* –
 elif <ConditionalStatement> :
 action_1
 action_2
 .
 .
 action_n

READING METHODOLOGY OF CONDITIONAL STATEMENTS

- i. First of all, interpreter reads the *if-statement*, if it's true, it will take respective actions and never reads the following conditions.
- ii. If it's not true, it will read next statement, if it found *else-statement*, it will surely perform action written below it.
- iii. If it found *elif-statement*, it will check it's condition, if it's true, it will take respective action and never reads the following conditions.
- iv. If it's not true, it will read next statement, if it found another *elif-statement*, it will do same as in point three, if it found *else* statement it will do same as in point two.