

# JAVASCRIPT

## -- Conditional Statement --

Week X

Static Web Programming  
Semester 1

# Conditional Statement

- Conditional statements are used to perform different actions based on different conditions.
- In JavaScript we have the following conditional statements:
  1. if
  2. if ... else ...
  3. if ... else if ... else ...
  4. Switch

# “If” Statement

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

```
if (condition)
{
    block of code to be executed
    if the condition is true
}
```

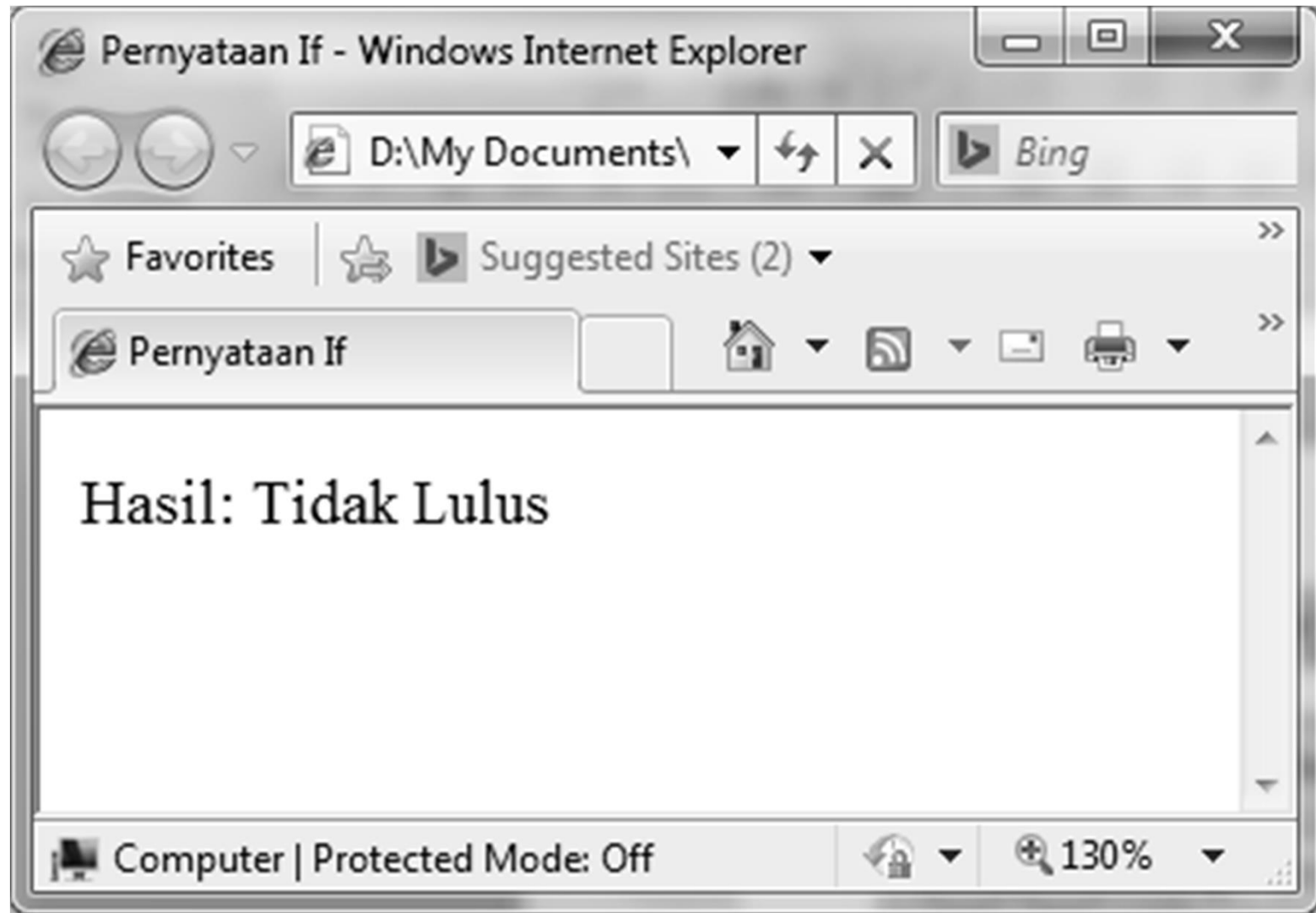
# Example:

```
<body>
<script language = "JavaScript">
    var score = prompt("Nilai(0-100): ", 0);
    var result = "Tidak Lulus";

    if (score >= 60)
        result = "Lulus";

    document.write("Hasil: " + result);
</script>
</body>
```

# On the browser



# “if ... else ...” Statement

- Use **else...** to specify a block of code to be executed, if the same condition is false.
- Syntax :

# “if ... else ...” Syntax

```

if (condition)
{
    block of code to be executed
    if the condition is true
}
Else
{
    block of code to be executed
    if the condition is false
}

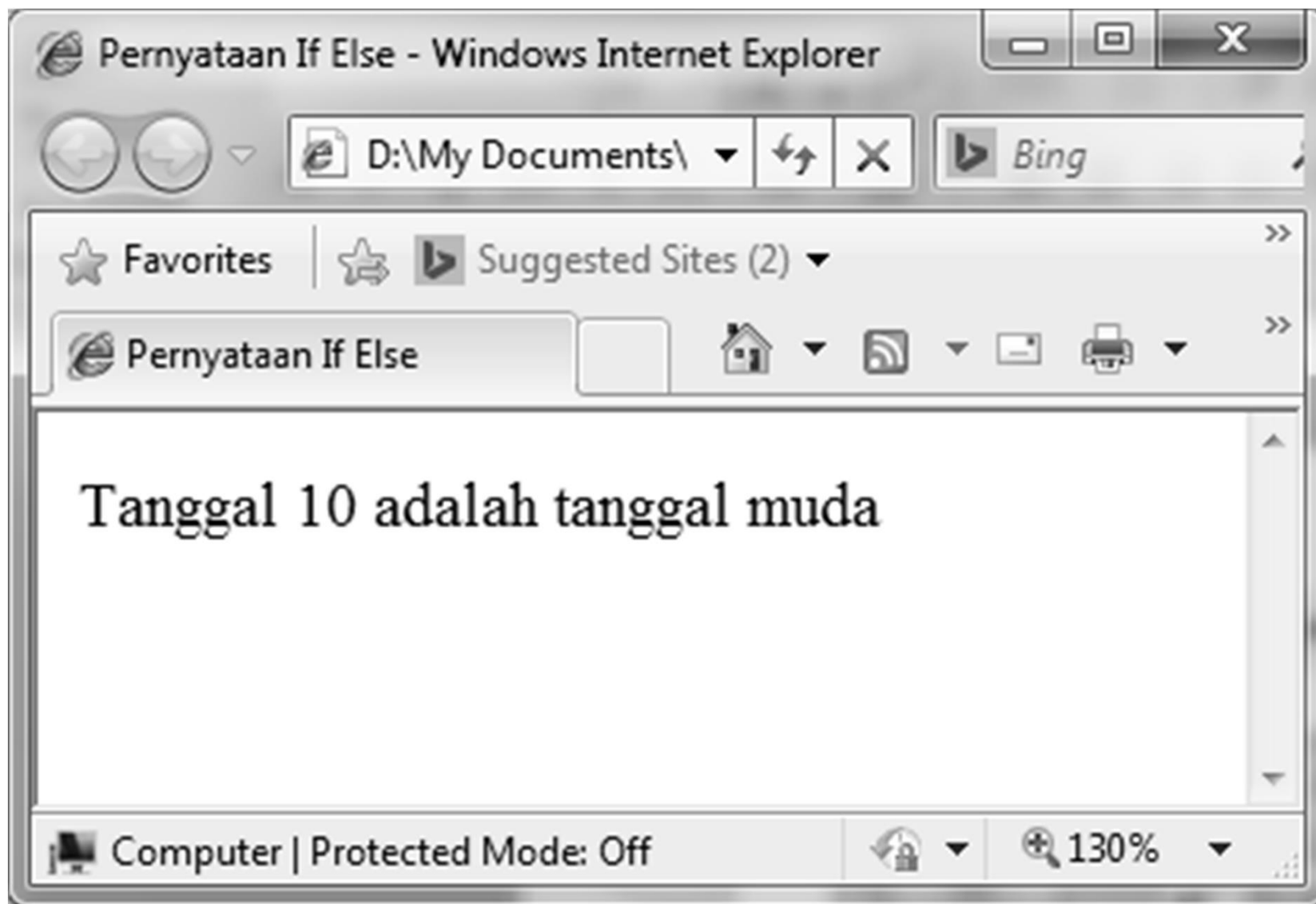
```

# Example:

```
<body>
<script type="text/javascript">
    var tgl, status;
    tgl = prompt("Masukkan tanggal hari ini : ");
    if (tgl > 15)
    {
        status = "Tanggal " + tgl + " adalah tanggal
        tua";
    }
    else
    {
        status = "Tanggal " + tgl + " adalah tanggal
        muda";
    }
    document.write(status);
</script>
</body>
```



# On the browser



# “Nested If” Statement (if ... else if ... else ... )

- Use the **else if** statement to specify a new condition if the first condition is false.
- Syntax :

# Syntax



## (if ... else if ... else ... )

```
if (Condition1)
{
    block of code to be executed if condition1
    is true
}
else if (Condition2)
{
    block of code to be executed if the
    condition1 is false and condition2 is true
}
else
{
    block of code to be executed if the
    condition1 is false and condition2 is
    false
}
```

# Example:

```
<script language="JavaScript">
  var bil;
  var status;
  bil = prompt("Masukkan sembarang bilangan : ",0);
  if (bil > 10 )
  {
    status = "Anda telah memasukkan bilangan lebih besar
    dari 10 ";
  }
  else if (bil < 10 )
  {
    status = "Anda telah memasukkan bilangan lebih kecil
    dari 10 ";
  }
  else
  {
    status = "Anda telah memasukkan bilangan sama dengan
    10 ";
  }
  document.write(status);
</script>
```

# On the browser



# Other example:

```
<script language =
    "javascript">
var tanggal = new Date();
var kode_hari =
    tanggal.getDay();
var nama_hari = "";

if (kode_hari == 0)
    nama_hari = "Minggu";
else if (kode_hari == 1)
    nama_hari = "Senin";
else if (kode_hari == 2)
    nama_hari = "Selasa";
else if (kode_hari == 3)
    nama_hari = "Rabu";
```

```
else if (kode_hari == 4)
    nama_hari = "Kamis";
else if (kode_hari == 5)
    nama_hari = "Jumat";
else if (kode_hari == 6)
    nama_hari = Sabtu;
document.write("Hari ini
    adalah hari ",
    nama_hari);
document.write(" <br/>
    Tanggal ",
    tanggal.getDate(),"/",
    tanggal.getMonth()+1,
    "/",tanggal.getYear()+
    1900);
</script>
```

# On the browser



# “Switch” Statement

- Use **switch** to specify many alternative blocks of code to be executed.
- Syntax :



# “Switch” Statement Syntax

```
Switch (variable)
{
    case option1 : statement 1
                  break;
    case option2 : statement 2
                  break;
    case option3 : statement 3
                  break;

    ...
    ...
    ...
    default : statement x
              break;
}
```

# “Switch” Statement

- SWITCH checks the value of a variable.
- If the value equals to option 1 then statement 1 will be executed.
- If the value equals to option 2 then statement 2 will be executed, continuously....
- But if there are no value equally, then statement x will be executed.

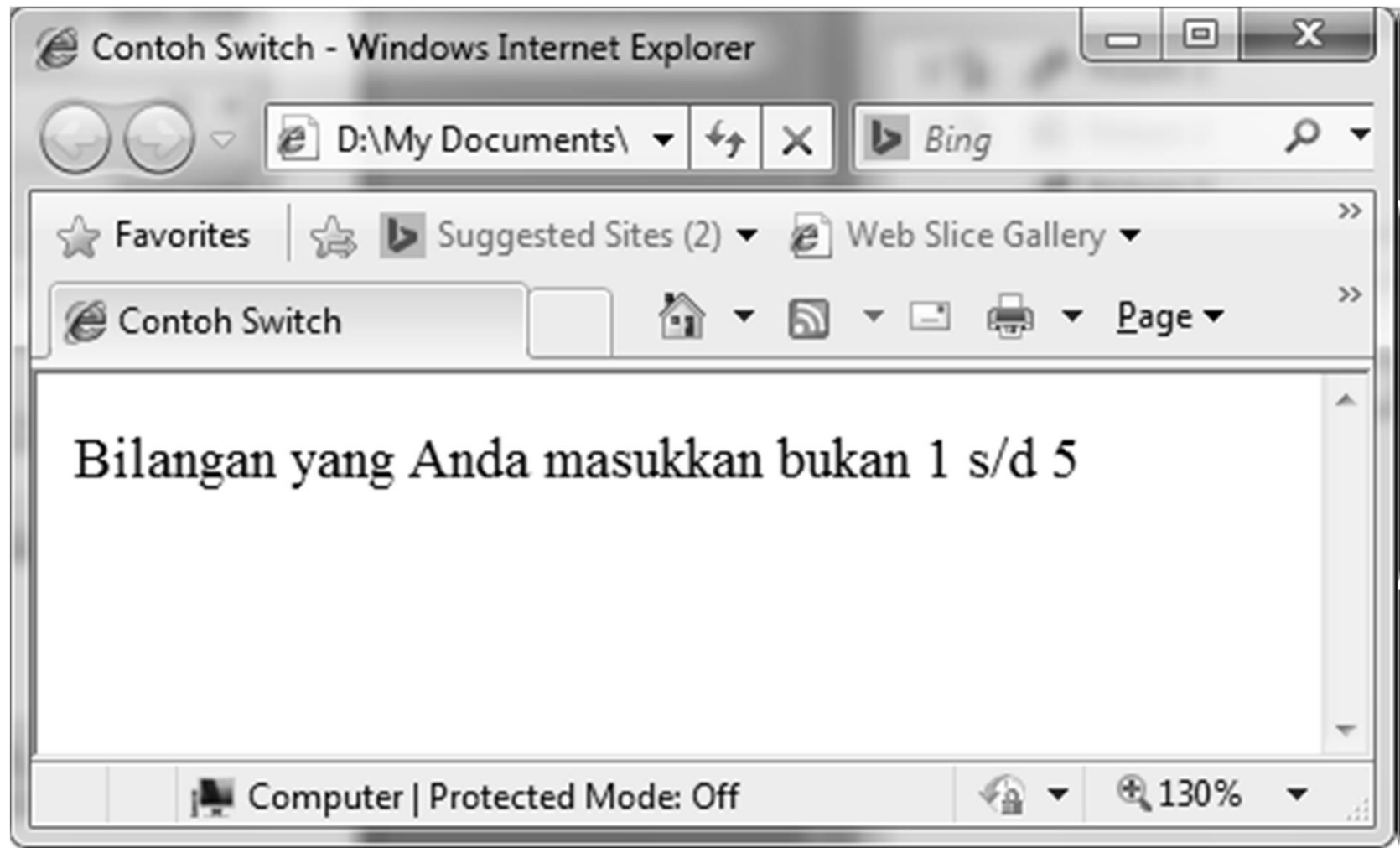
# “Switch”

- The data type of the checked variable should be ordinal, e.g integer.
- To define integer, you can use `parseInt()`.

# Example:

```
<script language="javascript">
    var nilai;
    nilai = parseInt(prompt("Masukkan sebuah bil bulat 1
s/d 3 : ",0));
    switch(nilai)
    {
        case 1 : document.write("Anda memasukkan bilangan
1");
                break;
        case 2 : document.write("Anda memasukkan bilangan
2");
                break;
        case 3 : document .write("Anda memasukkan bilangan
3");
                break;
        default : document.write("Bilangan yang Anda
masukkan bukan 1 s/d 3");
                break;
    }
</script>
```

# On the browser



# Exercise!!

# Instruction

- I. Write codes to convert numeric score between 0 and 100 to alphabet score with the conditions:

$80 \leq \text{score} \leq 100$  :A

$60 \leq \text{score} < 80$  : B

$40 \leq \text{score} < 60$  : C

$20 \leq \text{score} < 40$  : D

$0 \leq \text{score} < 20$  : E

If the numeric score input is not between 0 –100, then display the information that the score is invalid.

# Instruction

2. Create a program to print the highest number from 5 numeric data input by user, by comparing the previous number with the next number. For instance, the numbers are A, B, C, D, and E. First A and B are compared. If A is greater than B then A compared with C, if A is greater than C then A compared with D, repeatedly until the highest number is reached.



# Instruction

3. Make a program to print the name of month based on the number input by user which is between 1 and 12. If the number input is wrong, then inform to user that the number is invalid.