**Conditional Statements**

Conditional statements are used to perform different actions based on different conditions.

In JavaScript we have the following conditional statements:

* Use if to specify a block of code to be executed, if a specified condition is true
* Use else to specify a block of code to be executed, if the same condition is false
* Use else if to specify a new condition to test, if the first condition is false
* Use switch to specify many alternative blocks of code to be executed

**The if Statement**

Use the if statement to specify a block of JavaScript code to be executed if a condition is true.

**Syntax**

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

**Example :**

**<!DOCTYPE html>**

**<html>**

**<body>**

**<h2>JavaScript if</h2>**

**<p>Display "Good day!" if the hour is less than 18:00:</p>**

**<p id="demo">Good Evening!</p>**

**<script>**

**if (new Date().getHours() < 18) {**

**document.getElementById("demo").innerHTML = "Good day!";**

**}**

**</script>**

**</body>**

**</html>**

**The else Statement**

Use the else statement to specify a block of code to be executed if the condition is false.

**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 :**

**<!DOCTYPE html>**

**<html>**

**<body>**

**<h2>JavaScript if .. else</h2>**

**<p>A time-based greeting:</p>**

**<p id="demo"></p>**

**<script>**

**const hour = new Date().getHours();**

**let greeting;**

**if (hour < 18) {**

**greeting = "Good day";**

**} else {**

**greeting = "Good evening";**

**}**

**document.getElementById("demo").innerHTML = greeting;**

**</script>**

**</body>**

**</html>**

**The else if Statement**

Use the else if statement to specify a new condition if the first condition is false.

**Syntax**

**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 :**

**<!DOCTYPE html>**

**<html>**

**<body>**

**<h2>JavaScript if .. else</h2>**

**<p>A time-based greeting:</p>**

**<p id="demo"></p>**

**<script>**

**const time = new Date().getHours();**

**let greeting;**

**if (time < 10) {**

**greeting = "Good morning";**

**} else if (time < 20) {**

**greeting = "Good day";**

**} else {**

**greeting = "Good evening";**

**}**

**document.getElementById("demo").innerHTML = greeting;**

**</script>**

**</body>**

**</html>**

**Switch Statement**

The switch statement is used to perform different actions based on different conditions.

**Syntax**

**switch(*expression*) {  
   case *x*:  
*// code block*     break;  
   case *y*:  
*// code block*     break;  
   default:  
    // *code block*  
 }**

**Example :**

**<!DOCTYPE html>**

**<html>**

**<body>**

**<h2>JavaScript switch</h2>**

**<p id="demo"></p>**

**<script>**

**let day;**

**switch (new Date().getDay()) {**

**case 0:**

**day = "Sunday";**

**break;**

**case 1:**

**day = "Monday";**

**break;**

**case 2:**

**day = "Tuesday";**

**break;**

**case 3:**

**day = "Wednesday";**

**break;**

**case 4:**

**day = "Thursday";**

**break;**

**case 5:**

**day = "Friday";**

**break;**

**case 6:**

**day = "Saturday";**

**}**

**document.getElementById("demo").innerHTML = "Today is " + day;**

**</script>**

**</body>**

**</html>**