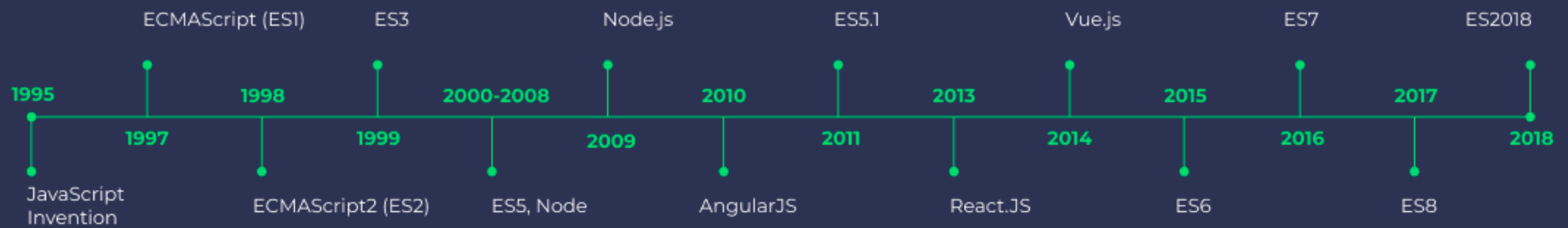
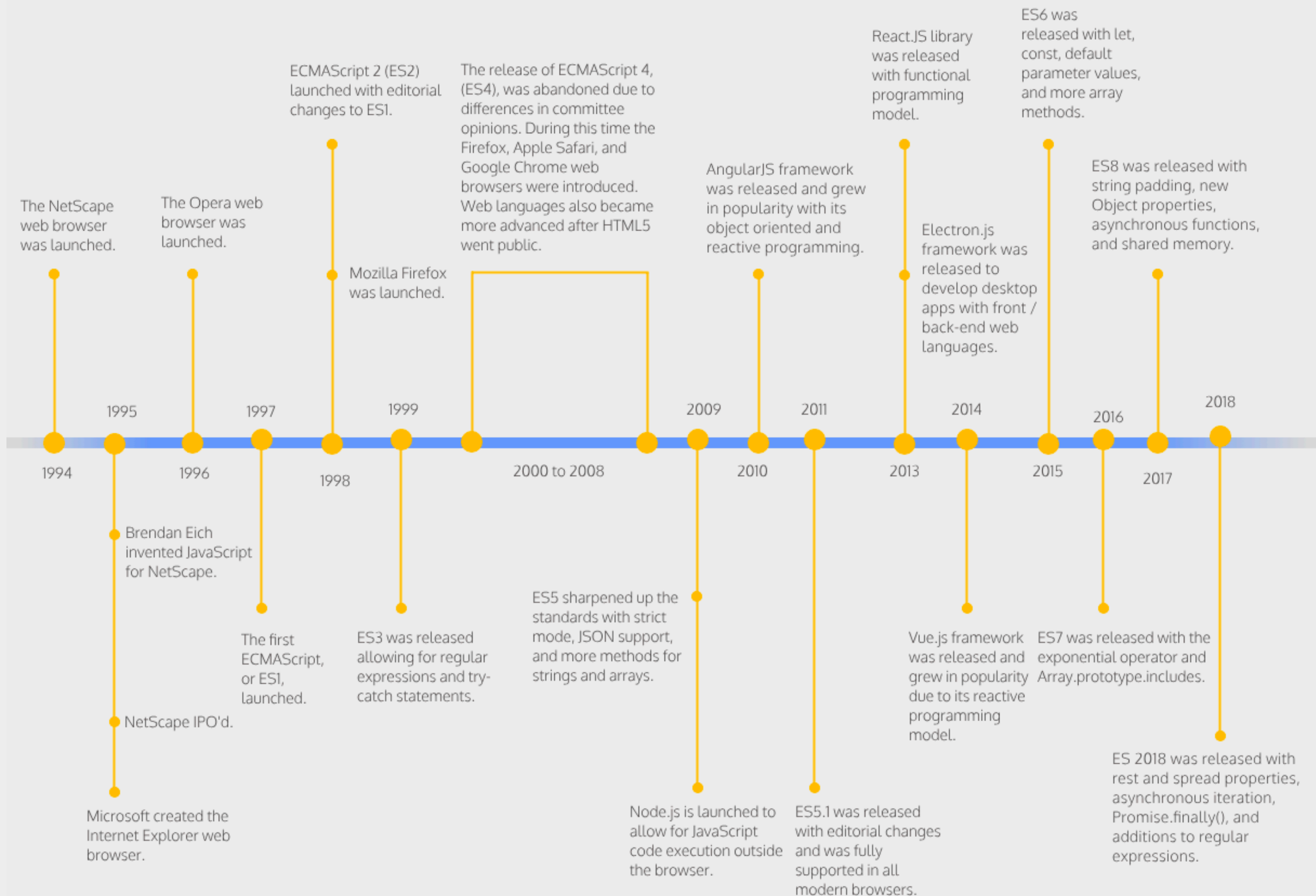
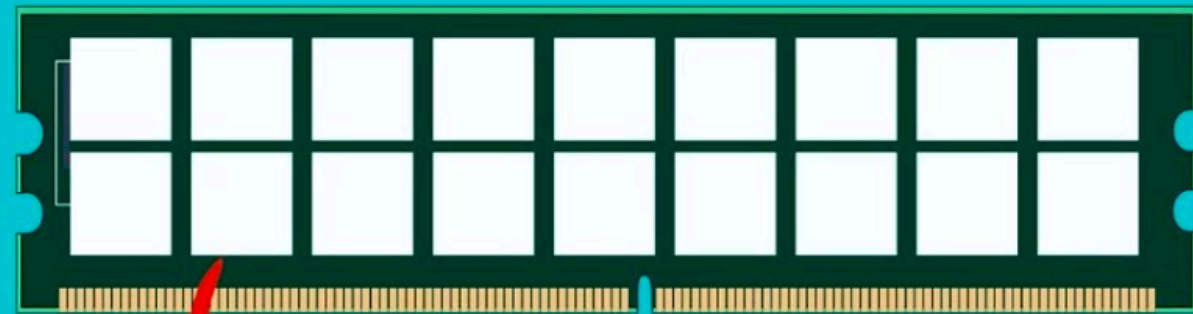
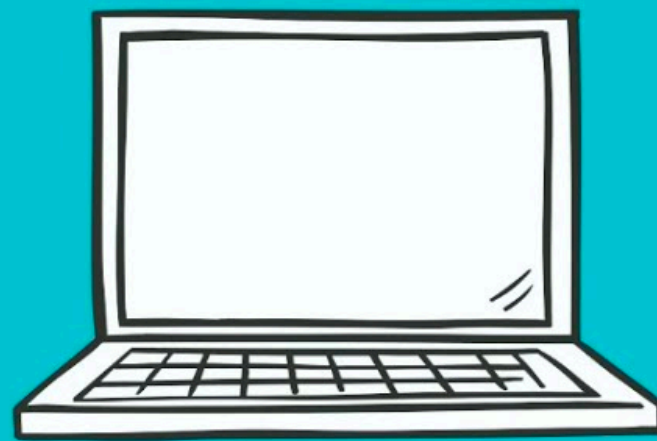


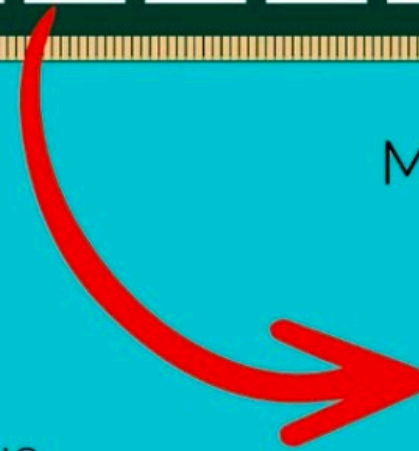
JavaScript versions timeline







`int a = 5;`
Variable Value

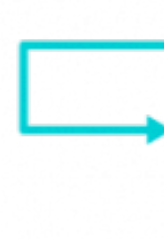


Memory Cell /
location

Address
Name

Condition is true

```
int number = 5;
```



```
if (number > 0) {  
    // code  
}
```

A teal arrow points from the left to the 'if' statement, and another teal arrow points from the 'if' block down to the 'else' block.

```
else {  
    // code  
}
```


A teal arrow points from the left to the 'else' block.

```
// code after if...else
```

A teal arrow points from the left to the code after the if-else block.

Condition is false

```
int number = 5;
```



```
if (number < 0) {  
    // code  
}
```

A teal arrow points from the left to the 'if' block, and another teal arrow points from the 'if' block down to the 'else' block.

```
else {  
    // code  
}
```

A teal arrow points from the left to the 'else' block.

```
// code after if...else
```

A teal arrow points from the left to the code after the if-else block.