

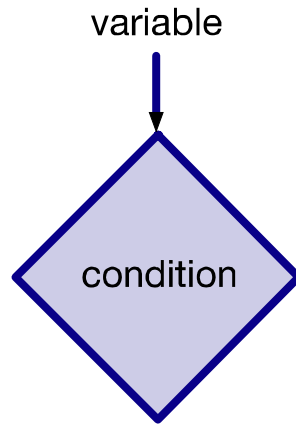
if statement: Only execute some code if a condition is met (1/7)

variable

```
x <- -3
```

The variable x takes
the value -3

if statement: Only execute some code if a condition is met (2/7)

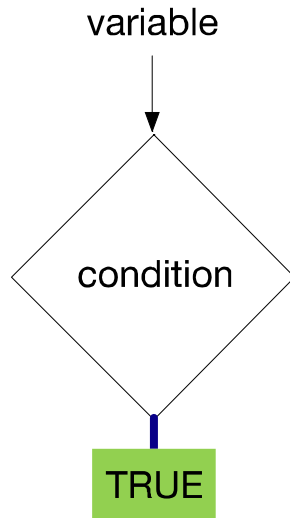


```
x <- -3
```

```
if (x < 0)
```

The *condition* tests whether x is below zero

`if` statement: Only execute some code if a condition is met (3/7)

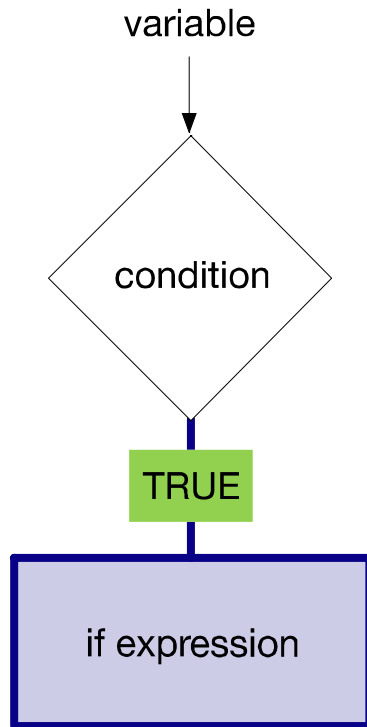


```
x <- -3
```

```
if (x < 0)
```

Decide what happens when the *condition* is met, i.e. is `TRUE`

if statement: Only execute some code if a condition is met (4/7)



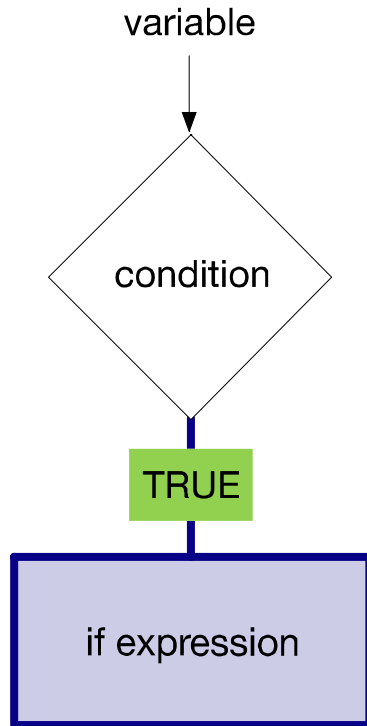
```
x <- -3
```

```
if (x < 0){  
  print("x is a negative number")  
}
```

If the *condition* is TRUE,
this code is executed

Use { and }

if statement: Only execute some code if a condition is met (4/7)



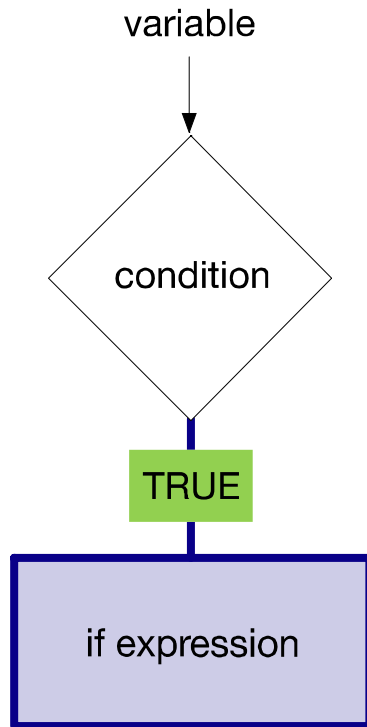
```
x <- -3
```

```
if (x < 0){  
  print("x is a negative number")  
}
```

If the *condition* is TRUE,
this code is executed

Use { and }

if statement: Only execute some code if a condition is met (5/7)



```
x <- -3
```

Code is executed ¹

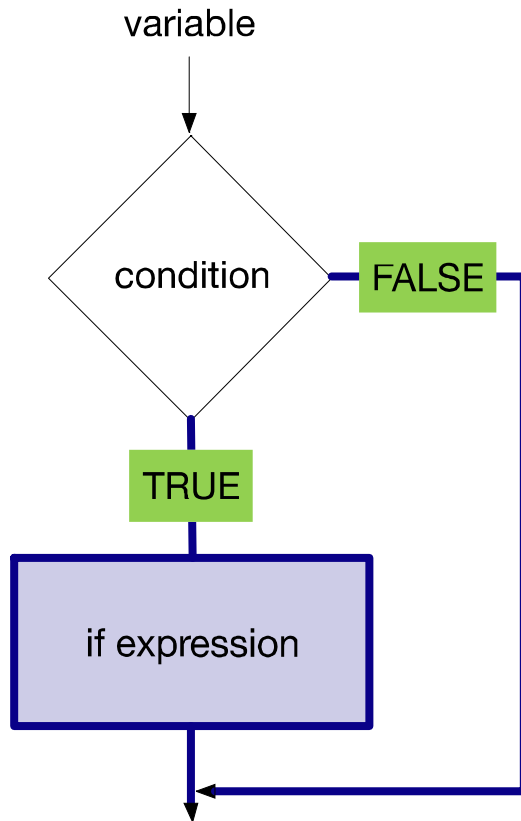
```
if (x < 0){  
    print("x is a negative number")  
}
```

This is the output in the Python shell ²

OUTPUT:

```
"x is a negative number"
```

if statement: Only execute some code if a condition is met (6/7)



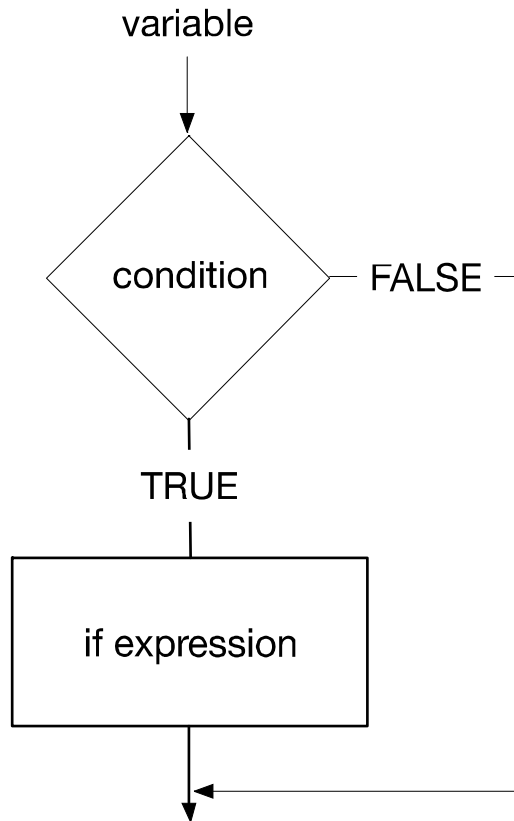
```
x <- 5
```

```
if (x < 0){  
    print("x is a negative number")  
}
```

OUTPUT :

In the case shown here (x=5), the *condition* is FALSE. Thus, no output is shown.

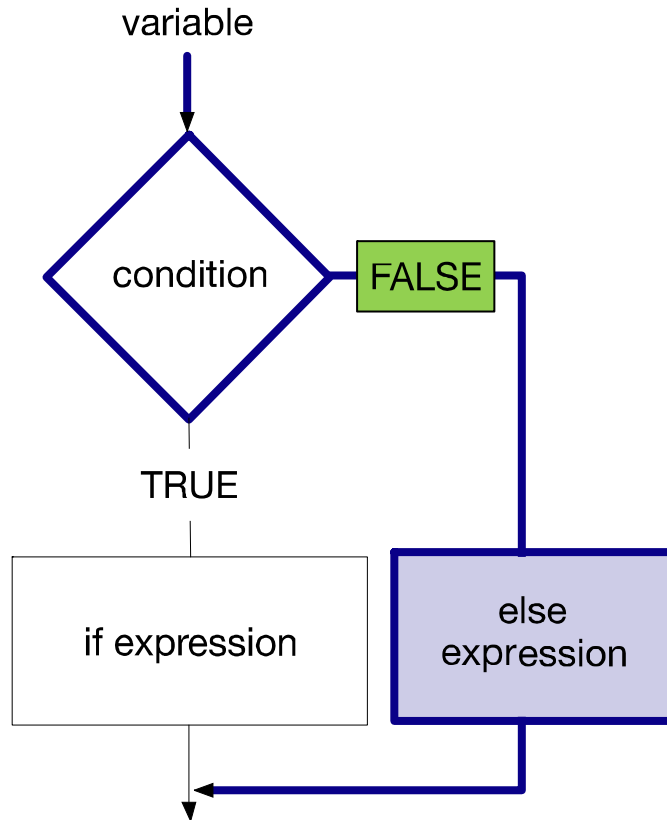
if statement: Only execute some code if a condition is met (7/7)



```
if (condition) {  
    expr  
}
```

General structure

else statement: Only execute some code if a condition is **not** met (1/4)



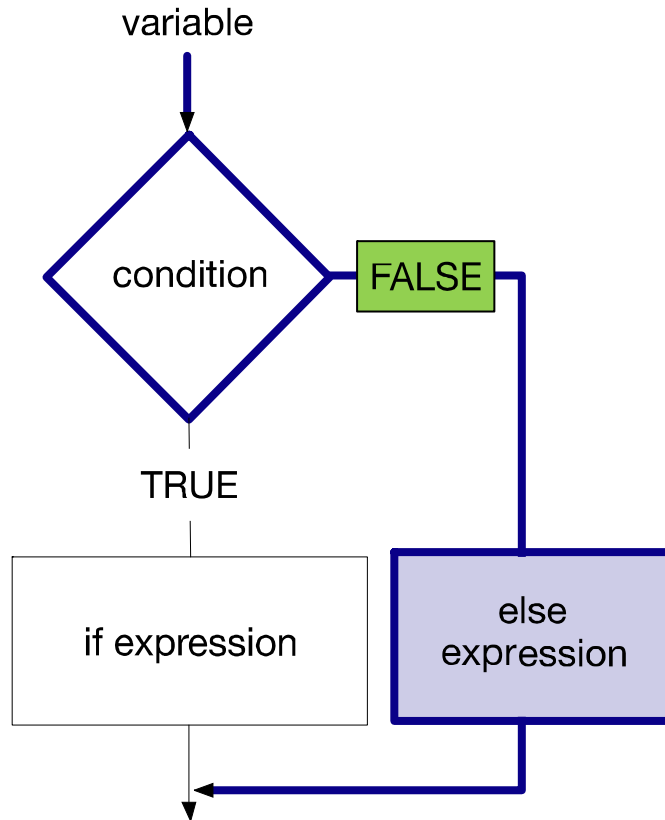
You need to test an if-condition first before specifying an else condition ¹

```
x <- -3
```

```
if (x < 0){  
  print("x is a negative number")  
} else {  
  print("x is either a positive  
    number or zero")  
}
```

Only if the if-condition is FALSE, the code of the else-condition is executed ²

else statement: Only execute some code if a condition is **not** met (1/4)



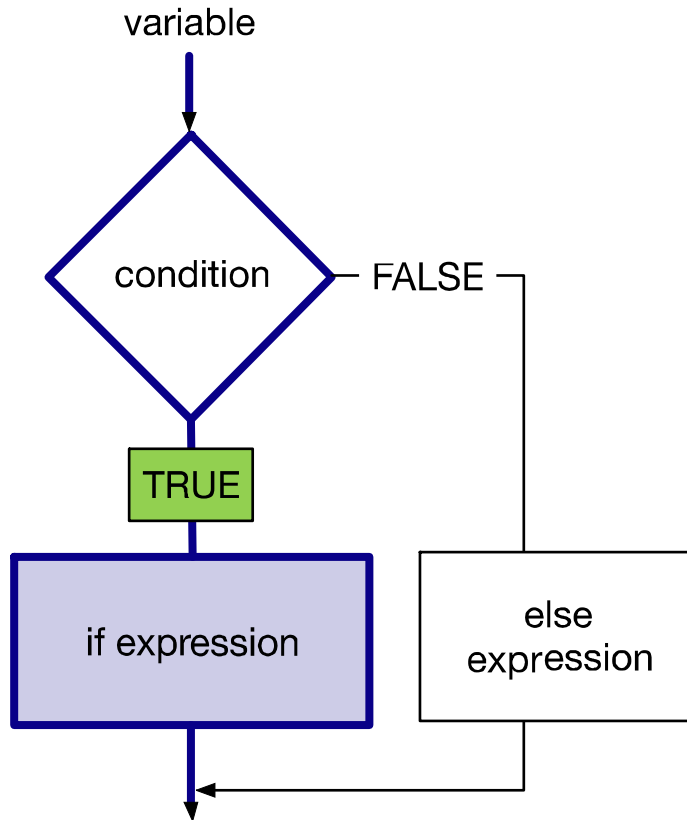
You need to test an if-condition first before specifying an else condition ^①

```
x <- -3
```

```
if (x < 0){  
  print("x is a negative number")  
} else {  
  print("x is either a positive  
    number or zero")  
}
```

Only if the if-condition is FALSE, the code of the else-condition is executed ^②

else statement: Only execute some code if a condition is **not** met (2/4)



`x <- -3`

1
Since `x=-3`,
condition is TRUE

```
if (x < 0){  
    print("x is a negative number")  
} else {  
    print("x is either a positive  
        number or zero")  
}
```

2
Expression is
executed

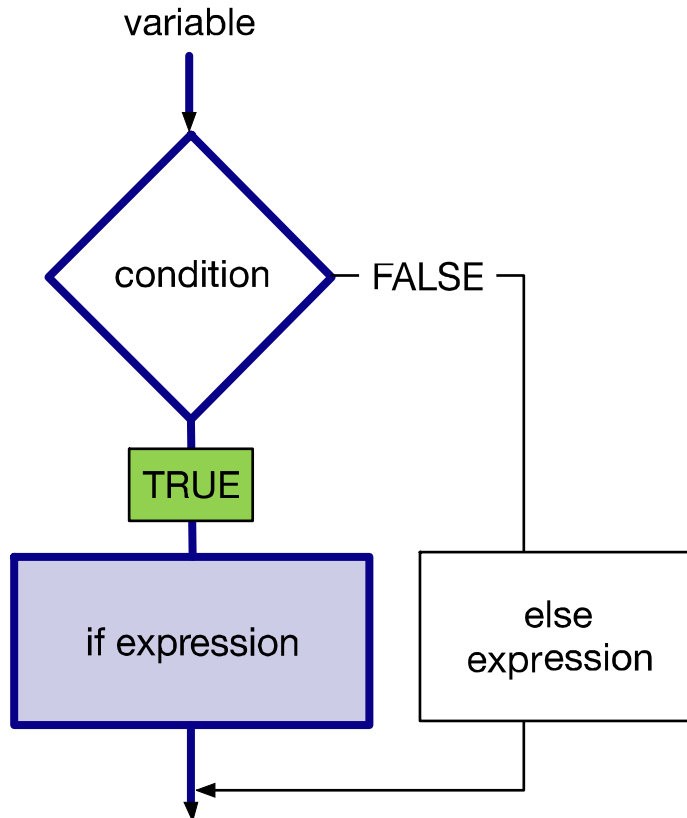
3
Expression is **not** executed
because we already
executed the `if`-expression

OUTPUT :

`"x is a negative number"`

4
Still the same output

else statement: Only execute some code if a condition is **not** met (2/4)



`x <- -3`

1
Since `x = -3`,
condition is TRUE

```
if (x < 0){  
  print("x is a negative number")  
} else {  
  print("x is either a positive  
    number or zero")  
}
```

2
Expression is
executed

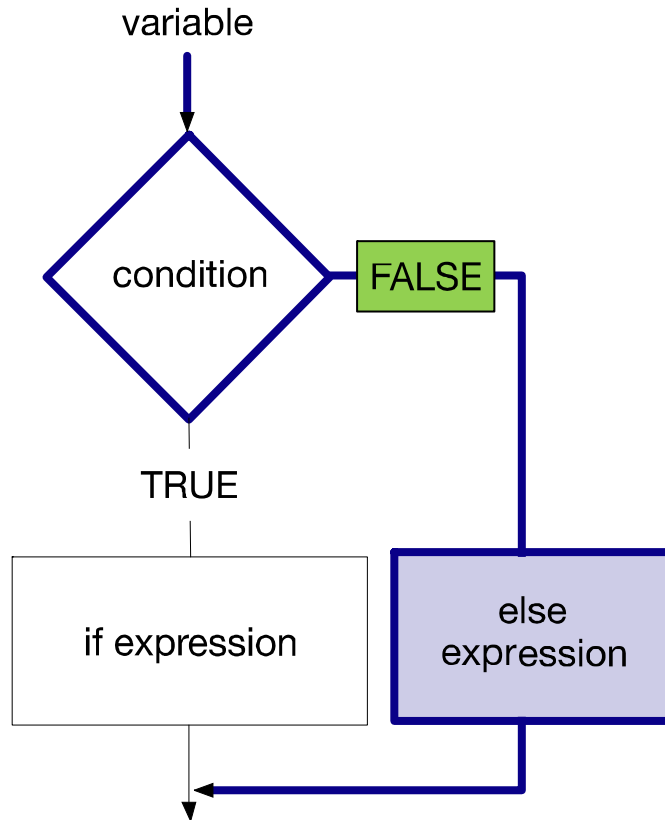
3
Expression is **not** executed
because we already
executed the `if`-expression

OUTPUT :

`"x is a negative number"`

4
Still the same output

else statement: Only execute some code if a condition is **not** met (3/4)



`x <- 5`

1
Since `x=5`,
condition is FALSE

```
if (x < 0){  
    print("x is a negative number")  
} else {  
    print("x is either a positive  
        number or zero")  
}
```

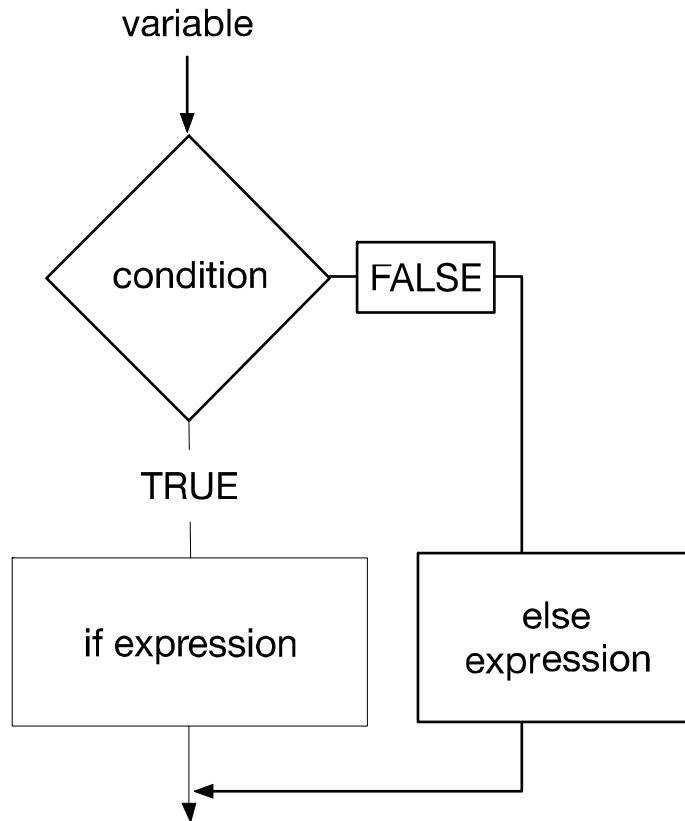
2
Expression is
not executed

3
Expression is executed
because the if-expression
didn't hold

OUTPUT:

"x is either a positive number or zero"

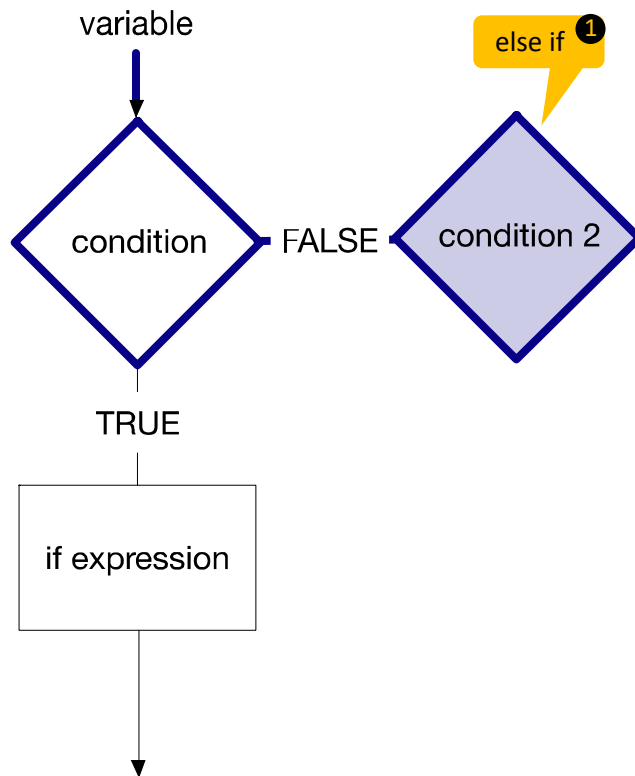
else statement: Only execute some code if a condition is **not** met (4/4)



```
if (condition) {  
    expr  
} else {  
    expr2  
}
```

General structure

else if statement: Add another case (1/7)

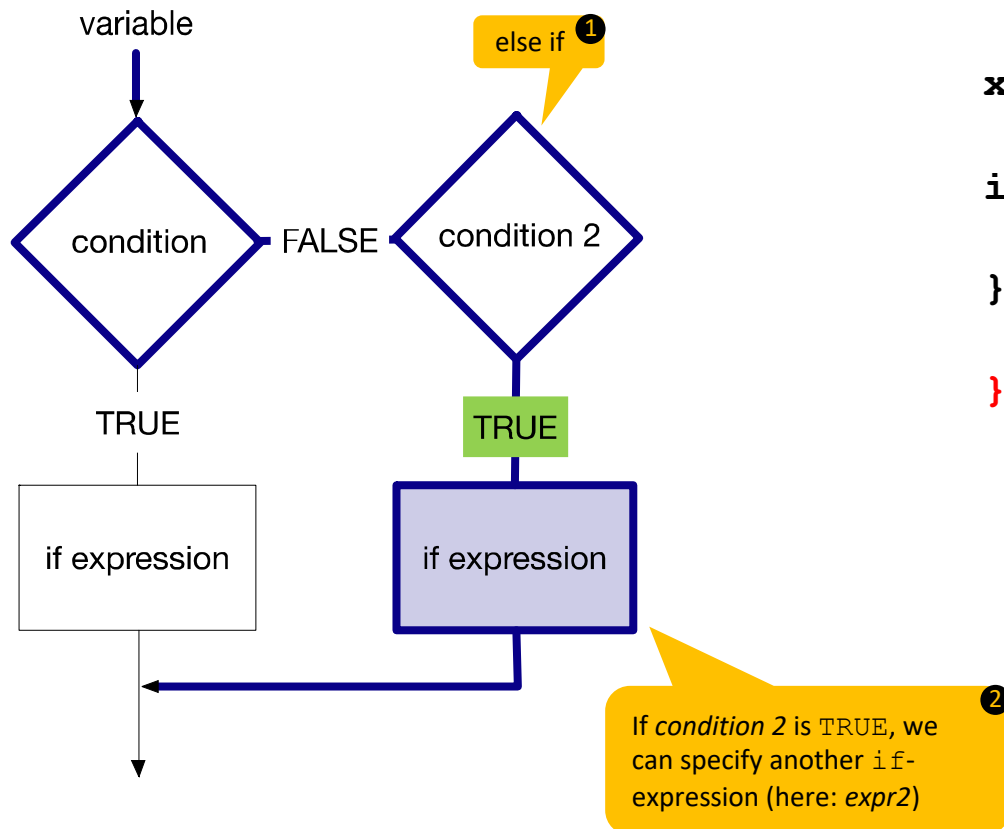


```
x <- -3
```

```
if(x < 0){  
  print("x is a negative number")  
} else if (x == 0){  
  
}
```

2
Additional condition which is evaluated only if *condition* is FALSE.

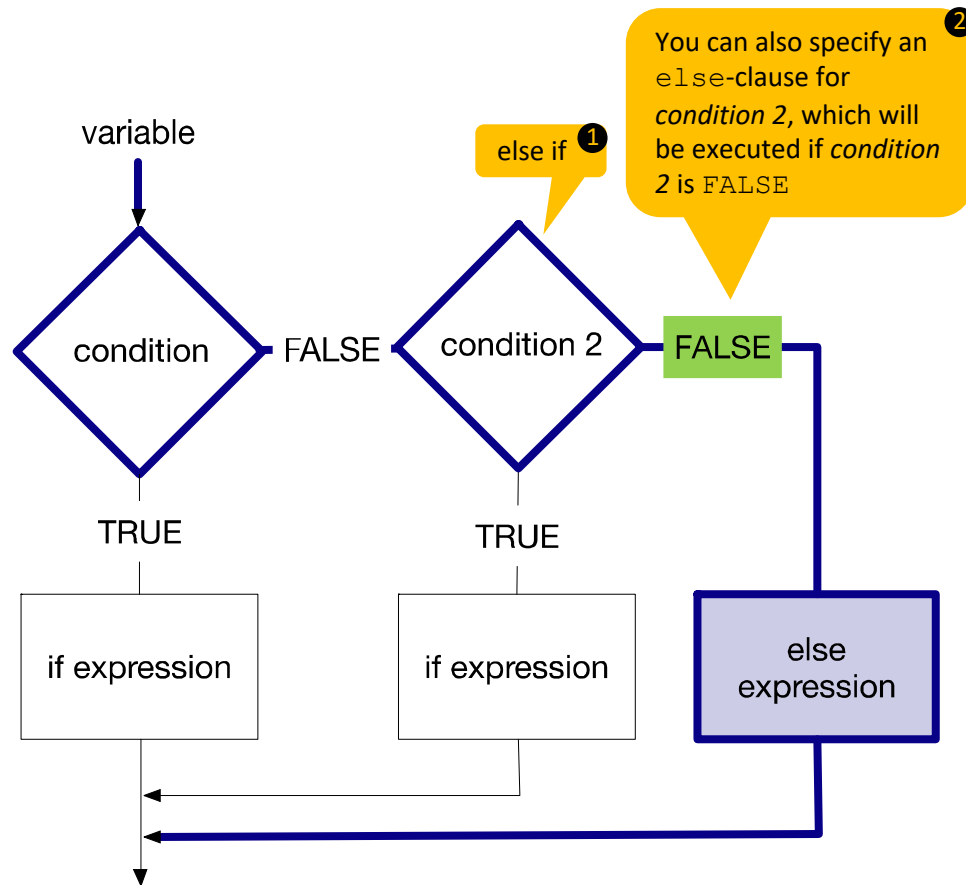
else if statement: Add another case (2/7)



```
x <- -3
```

```
if(x < 0){  
  print("x is a negative number")  
} else if (x == 0){  
  print("x is zero")  
}
```

else if statement: Add another case (3/7)



`x <- -3`

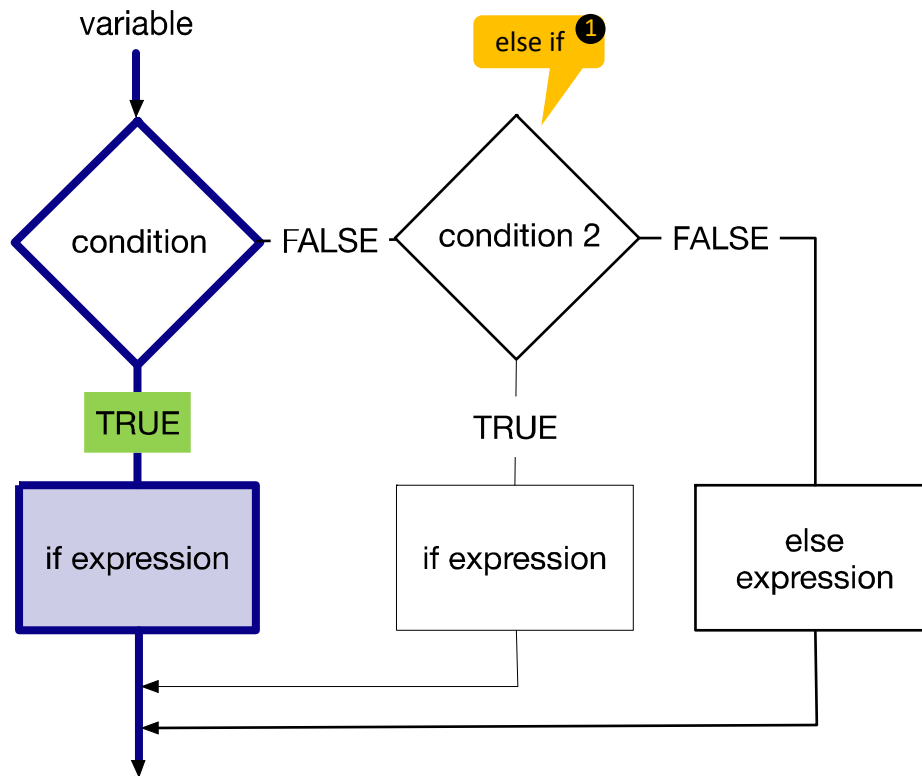
```

if(x < 0){
    print("x is a negative number")
} else if (x == 0){
    print("x is zero")
} else {
    print("x is a positive number")
}
  
```

Additional condition (3)

This code is only executed if *condition* and *condition 2* are **both** FALSE (4)

else if statement: Add another case (4/7)



`x <- -3`

condition is TRUE ②

```

if(x < 0){
  print("x is a negative number")
} else if (x == 0){
  print("x is zero")
} else {
  print("x is a positive number")
}
  
```

condition 2 is skipped ③

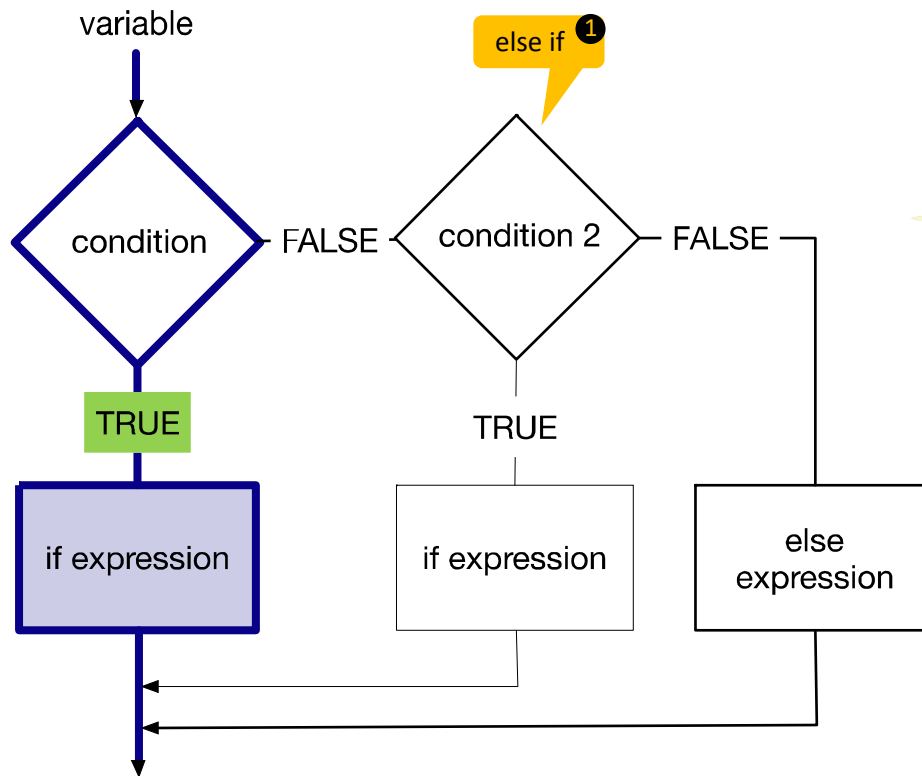
else expression is skipped ④

*condition is TRUE,
if-expression is
executed* ⑤

OUTPUT:

"x is a negative number"

else if statement: Add another case (4/7)



```
x <- -3
```

condition is TRUE ²

```
if(x < 0){  
  print("x is a negative number")  
} else if (x == 0){  
  print("x is zero")  
} else {  
  print("x is a positive number")  
}
```

condition 2 is skipped ³

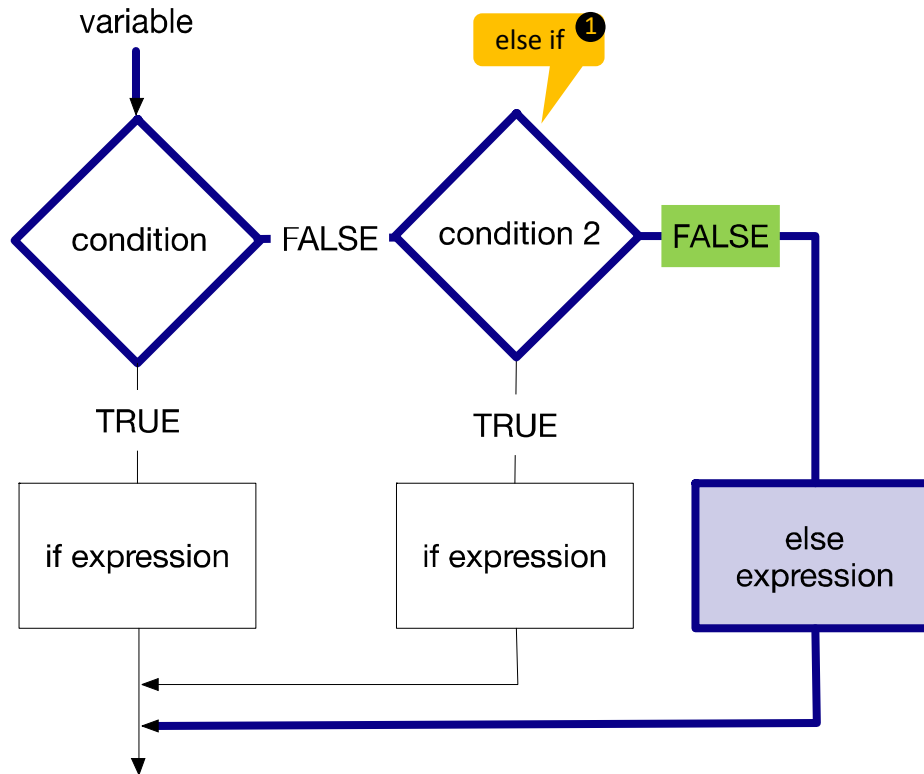
else expression is skipped ⁴

condition is TRUE,
if-expression is
executed ⁵

OUTPUT:

"x is a negative number"

else if statement: Add another case (5/7)



`x <- 5`

```

if(x < 0){
    print("x is a negative number")
} else if (x == 0){
    print("x is zero")
} else {
    print("x is a positive number")
}
  
```

condition is FALSE ②

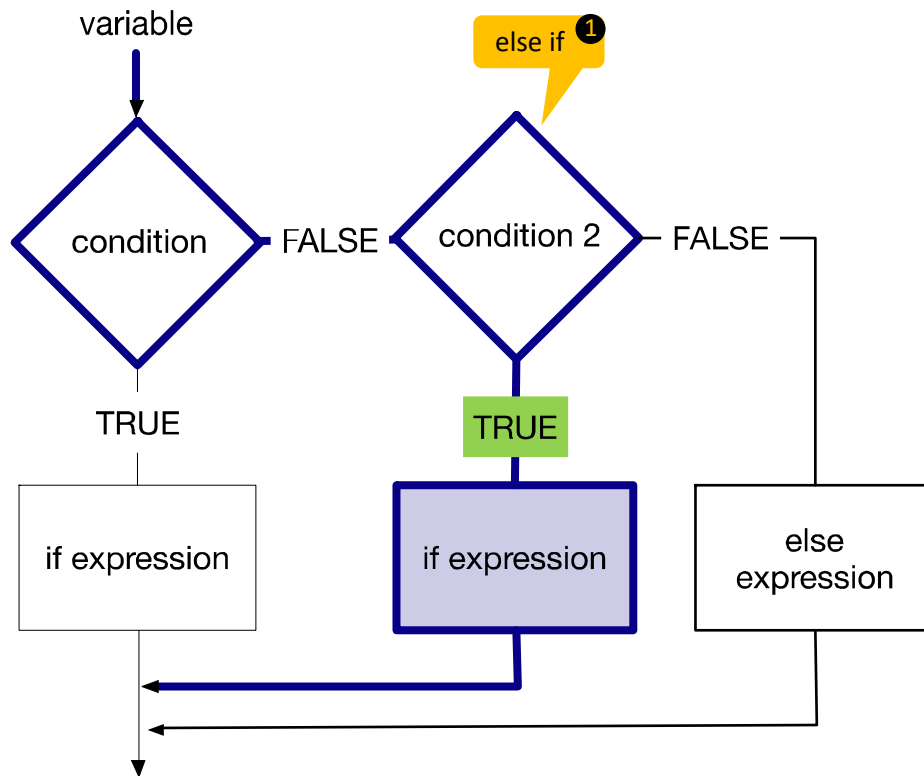
condition 2 is FALSE ③

Both conditions are FALSE. ④
Thus, else-expression is executed

OUTPUT:

"x is a positive number"

else if statement: Add another case (6/7)



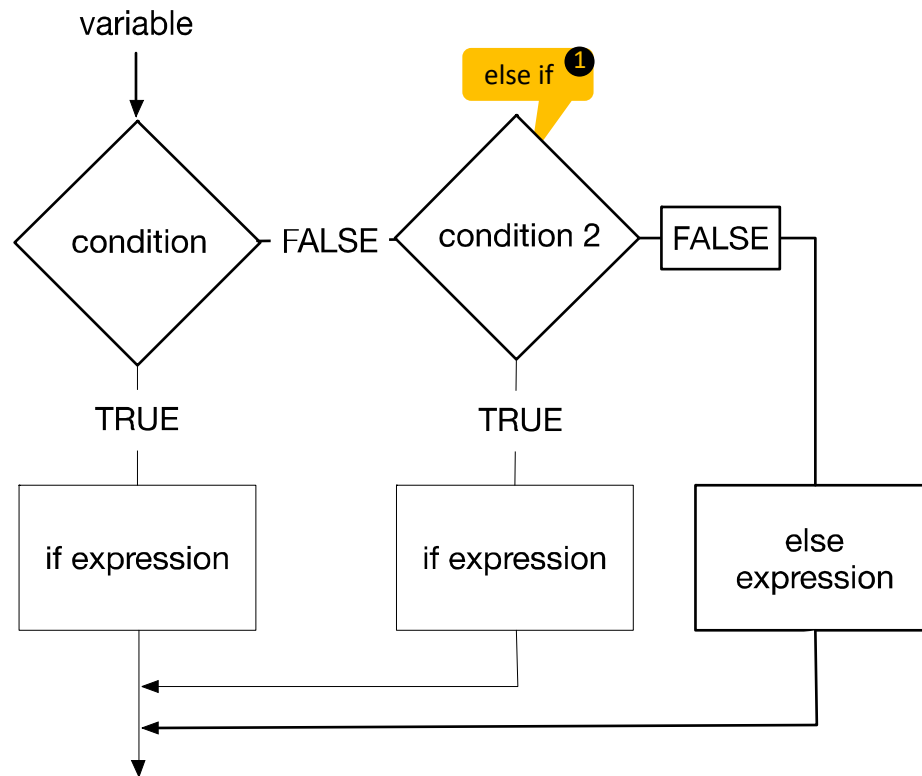
```
x <- 0
```

```
if(x < 0){  
    print("x is a negative number")  
} else if (x == 0){  
    print("x is zero")  
} else {  
    print("x is a positive number")  
}
```

OUTPUT:

```
"x is zero"
```

else if statement: Add another case (7/7)



```
if (condition) {  
    expr  
} else if (condition2) {  
    expr2  
} else {  
    expr3  
}
```

General structure 2

Additional condition 3

Executed if *condition* and *condition 2* are **both** FALSE 4