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Conditionals & Logic

`if` Statement

An `if` statement is used to test an expression for truth.

- If the condition evaluates to `true`, then the code within the block is executed; otherwise, it will be skipped.

```
if (a == 10) {
  // Code goes here
}
```

`else` Clause

An `else` clause can be added to an `if` statement.

- If the condition evaluates to `true`, code in the `if` part is executed.
- If the condition evaluates to `false`, code in the `else` part is executed.

```
if (year == 1991) {
  // This runs if it is true
}
else {
  // This runs if it is false
}
```

`switch` Statement

A `switch` statement provides a means of checking an expression against various `case`s. If there is a match, the code within starts to execute. The `break` keyword can be used to terminate a case.

`default` is executed when no case matches.

```
switch (grade) {
  case 9:
    std::cout << "Freshman\n";
    break;
  case 10:
    std::cout << "Sophomore\n";
    break;
  case 11:
    std::cout << "Junior\n";
    break;
  case 12:
    std::cout << "Senior\n";
    break;
  default:
    std::cout << "Invalid\n";
    break;
}
```

Relational Operators

Relational operators are used to compare two values and return `true` or `false` depending on the

```
if (a > 10) {
   // ☝ means greater than
```

comparison:

- `==` equal to
- `!=` not equal to
- `>` greater than
- `<` less than
- `>=` greater than or equal to
- `<=` less than or equal to

`else if` Statement

One or more `else if` statements can be added in between the `if` and `else` to provide additional condition(s) to check.

```
if (apple > 8) {
  // Some code here
}
else if (apple > 6) {
  // Some code here
}
else {
  // Some code here
}
```

Logical Operators

Logical operators can be used to combine two different conditions.

- `&&` requires both to be true (and)
- `||` requires either to be true (or)
- `!` negates the result (not)

```
if (coffee > 0 && donut > 1) {
  // Code runs if both are true
}

if (coffee > 0 || donut > 1) {
  // Code runs if either is true
}

if (!tired) {
  // Code runs if tired is false
}
```