

.....

# BEGINNING SWIFT

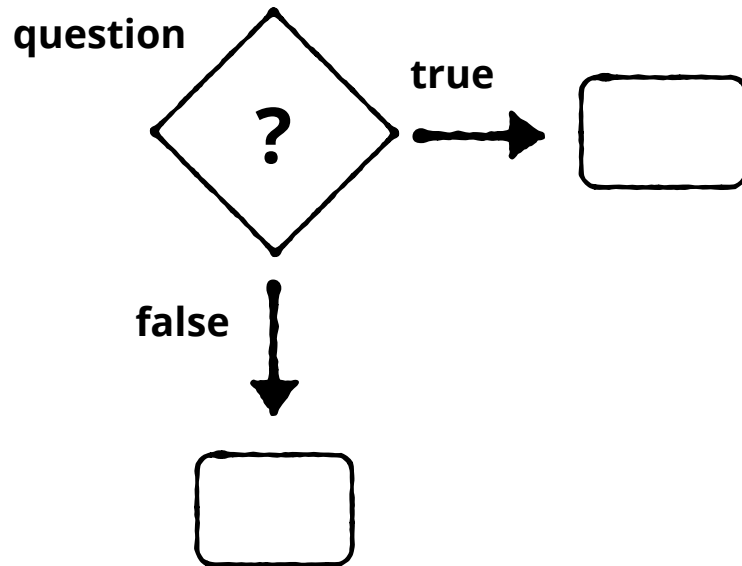
.....



**PART #6: IF STATEMENTS**

# IF STATEMENTS

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```
if likesSwift == true && x > 0 {  
}
```

```
if likesSwift == true {  
if likesSwift == true || x > 0 {  
}
```

```
if likesSwift != true {  
}
```

```
if x > 0 {  
}
```

# IF STATEMENTS

---

```
if expression {  
    // code goes here  
}  
else if expression {  
    // code goes here  
}  
else {  
    // code goes here  
}
```



# VARIABLE SCOPE

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```
var gold = 100

if (questComplete == true) {
  var questReward = 200
  gold += questReward
}
```



```
questReward += 200
```



# DEMO

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# CHALLENGE TIME!

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