If...Else... Statements

What if we want another set of instructions to execute if the condition is false? An `else` clause can be added to an `if` statement to provide code that will only be executed if the `if` condition is false.

In C#, we write an if..else... statement using the following syntax:

```
string color = "red";

if (color == "blue")
{
  // this code block will execute only if the value of color is
  // equivalent to "blue"
  Console.WriteLine("color is blue");
}
else
{
  // this code block will execute if the value of color is
  // NOT equivalent to "blue"
  Console.WriteLine("color is NOT blue");
}
```

In this example, we're still checking to see if `color` equals `"blue"`. However, this time we also added a second code block that will execute if the result of `(color == "blue")` is false. Since `color` equals `"red"` this time, it will skip the first code block and execute the second code block, before moving on with the rest of the program.

When writing an if...else... statement, make sure to pay attention to:

> `else` follows `if`: In an if...else... statement, the `else` statement and its corresponding code block still need to follow the `if` statement and code block.
>
> Number of code blocks: Make sure that if you include an `else` statement, that you include a code block with it.

☑Instructions

1.

You're deciding where to go for lunch. If the line isn't long at SaladMart (10 people or less) AND the weather is nice, you'll go there.

Write an `if` statement where if the condition is true, it prints out `SaladMart`.

Hint

When writing an `if` statement, make sure that your condition is wrapped in parentheses and braces signify a new code block:

```
int dogs = 5;

if (dogs > 2) {
// this code will run
}
```

2.

However, if the line is long and the weather is bad, you'll go to Soup N Sandwich. Next, add an `else` statement that prints out `Soup N Sandwich`.

Hint

When writing an `else` statement, make sure it comes after your `if` statement:

```
int dogs = 5;

If (dogs > 2) {
// this code will run
} else {
// if the above condition isn't met, this code will run
}
```

3.
Now try changing the value of `people` to `12` and `weather` to `bad` and see what gets printed to the console.