

- **Part III**
 - Conditionals & Flow statements
 - If statement
 - Else
 - Else If
 - Switch
 - ? (ternary / conditional operator)
 - **Loops**
 - while()
 - do . . . while
 - for

Conditionals

If statement

- execute a specific set of code if the evaluation of a **conditional expression** is true
- contains 3 parts
 - If keyword
 - Conditional (with parenthesis)
 - Statement(s)
- If only 1 statement, then don't need { } brackets, but best to use anyway.
- The ; (semi-colon) must be at the end of any **statement** not brackets
- You can have more than one statement within an if

```
if( conditional expression )  
{  
    statement(s);  
}
```

if . . . else

- follows same logic as if, but uses the else as a back-up plan
- use the same bracketing rules
- can contain multiple statement within if or else

```
if( conditional expression )  
{  
    statement(s);  
} else {  
    statement(s);  
}
```

if . . . elseif

- provides a secondary comparison condition
- can use as many elseif as you want
- if one comparison fails, the next will check a different conditional
- can use the else by itself at the end if all other if's/elseif's are not true

```
if( conditional expression )  
{  
    statement(s);  
} elseif( conditional expression )  
{  
    statement(s);  
}
```

switch

- controls the program flow by executing a specific set of statements, depending on the value of an expression
- uses a **case** label
- if **case** value matches value of **switch** value then it will execute the statement beneath the **case**
- uses a **default** label
- always use **break** to indicate the end of a statement with the **case** block

```
switch (expression)
{
    case value1:
        statement 1;
        break;
    case value2:
        statement 2;
        break;
    default:
        statement 3;
        break;
}
```

? (ternary)

- similar to if statement
- except everything is evaluated on one line
- returns a value derived from one of two expressions separated by a colon
- uses a test expression
- used when the developer wants to quickly (shortcut) evaluate something without writing out lots of code to do so

```
test expression ? if true : if false;
```

Loops

while()

- repeats a statement or series of statements as long as a given conditional expression evaluates to true
- when the conditional = false the while loop ends

| | |
|--|---|
| <i>Syntax</i> <i>while (expression)</i> <i>{</i> <i>statement(s);</i> <i>}</i> | <i><script></i> <i>var y = 1;</i> <i>while (y <= 10)</i> <i>{</i> <i>document.write("y is " + y);</i> <i>y++;</i> <i>}</i> <i></script></i> |
|--|---|

do while()

- executes a statement at least once then repeats as long as the conditional = true
- need to place inside of this to prevent an infinite loop

| | |
|--|---|
| <i>Syntax</i> <i>do</i> <i>{</i> <i>statement(s);</i> <i>} while (expression);</i> | <i><script></i> <i>var x = 1;</i> <i>do</i> <i>{</i> <i>document.write("x is " + x);</i> <i>x++;</i> <i>} while (x <= 10);</i> <i></script></i> |
|--|---|

for

- also loops through code
- repeating a statement(s) as long as a given condition = true
- just like while, except the for contains code to eventually stop it
- good to prevent infinite loops

| | |
|--|--|
| <i>Syntax</i> <i>for (initialization; condition; increment)</i> <i>{</i> <i>statement(s);</i> <i>}</i> | <i><script></i> <i>for(var z = 1; z <= 10; z++)</i> <i>{</i> <i>document.write(“z is “ + z);</i> <i>}</i> <i></script></i> |
|--|--|