



PowerShell Flow Control

Module 14

Learnings covered in this Unit



How to use Selection Commands



How to use Loop Commands



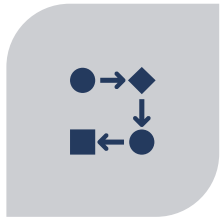
How to use Switch Command



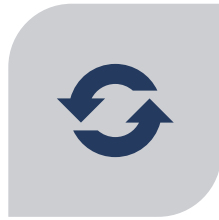
How To Use Flow Control Key Words

PowerShell Sequences, Selections, and Loops

Why Use Sequences, Selections, and Loops



CONTROL THE FLOW
OF CODE



WORK ITERATION OR
OBJECT BASED



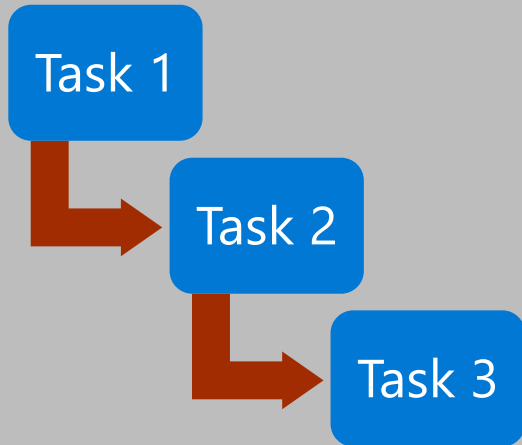
PROCESS MULTIPLE
ITEMS



SOME LOOPS CAN
RUN VALIDATIONS
BEFORE OR AFTER
EXECUTION

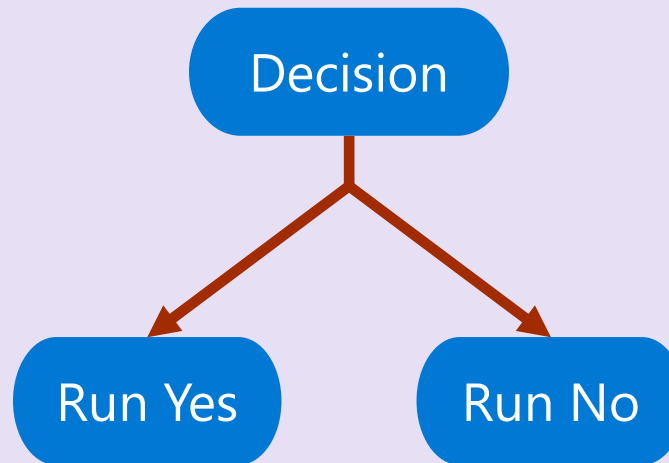
PowerShell's Sequences, Selections and Loops

Sequence



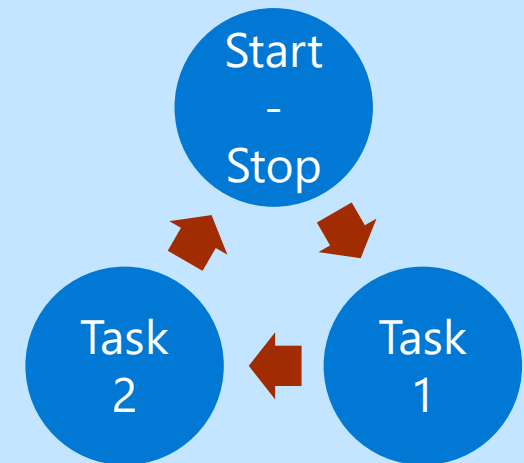
- Script
- Function
- Code Block

Selection



- If
- If Else
- If Elseif
- If Elseif Else

Loop

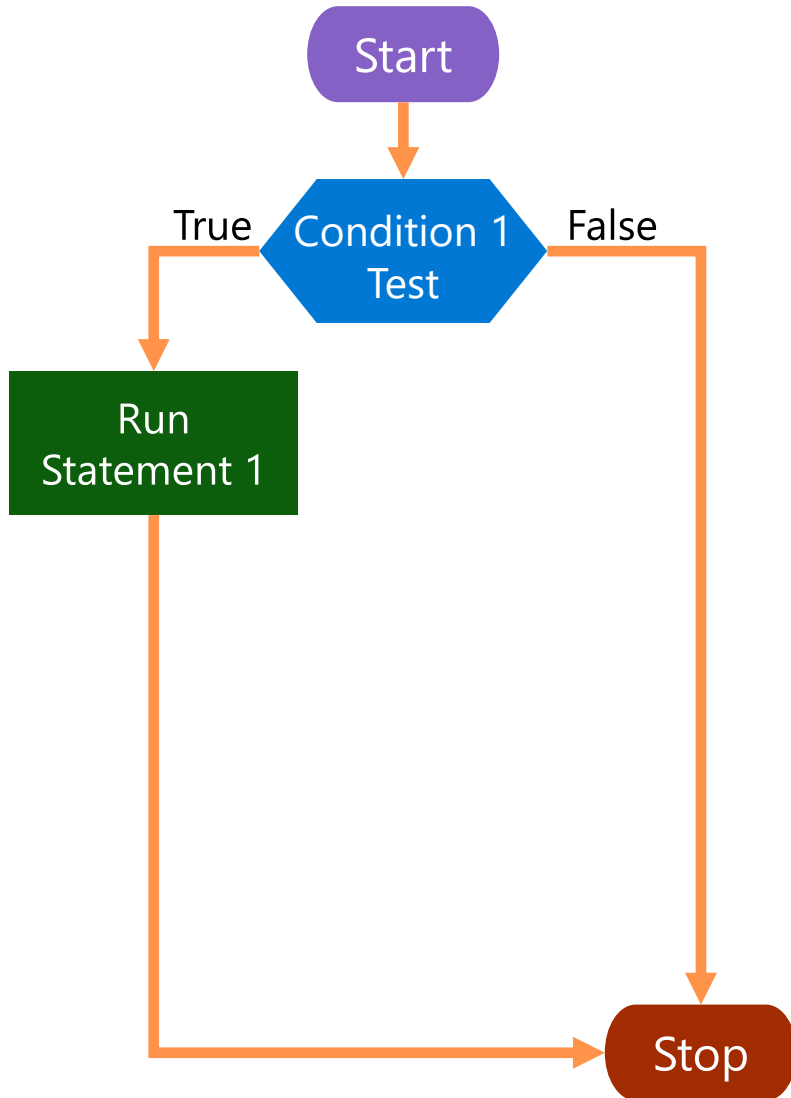


- For
- While
- Foreach
- Do Until
- Do While

Switch

PowerShell Code Selections

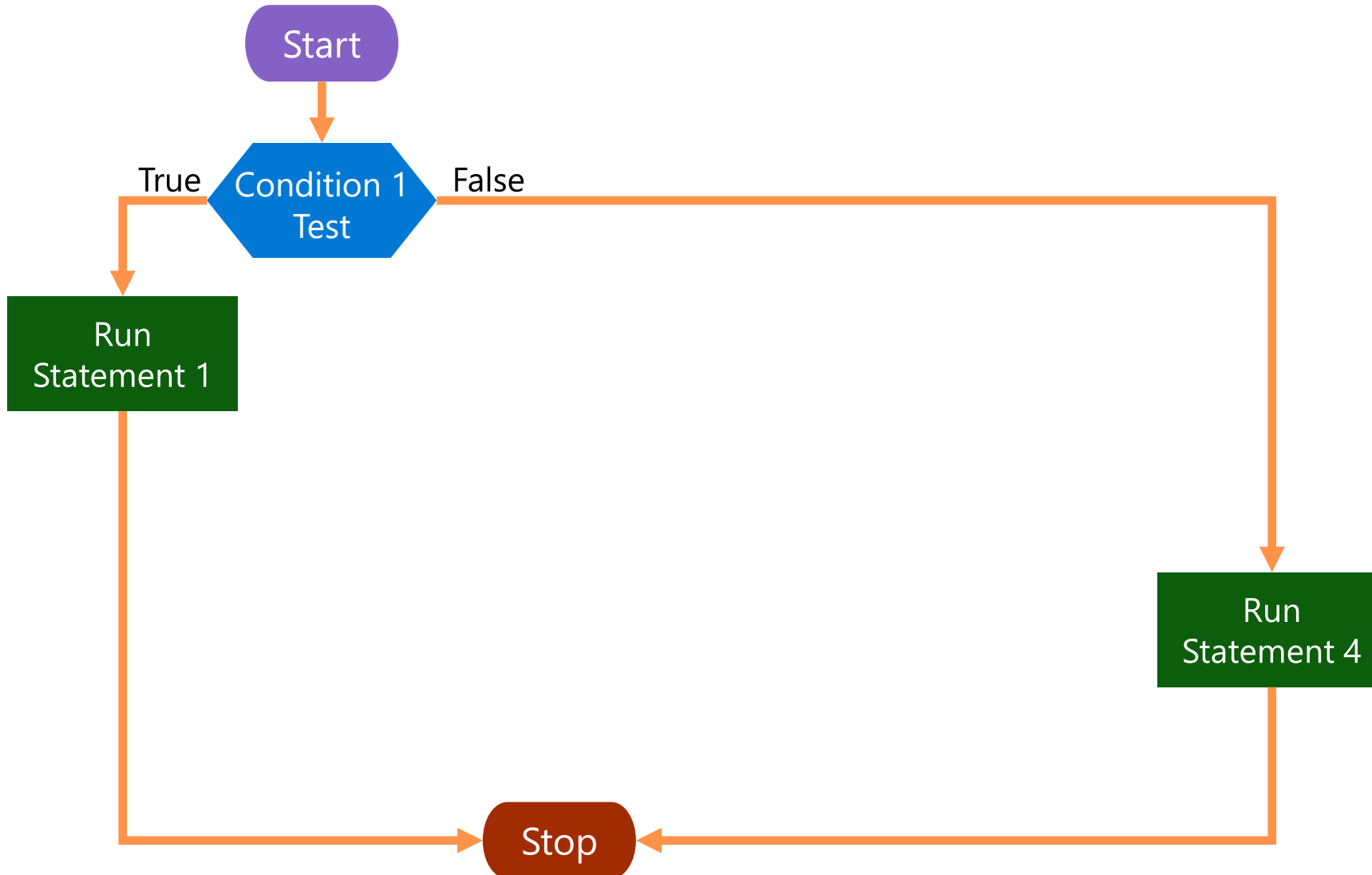
"If" Statement Series of Selection Controls



```
If (Condition 1)  
{Statement 1}
```

```
If (1 -eq 2)  
{Write-Host "Not 1"}
```

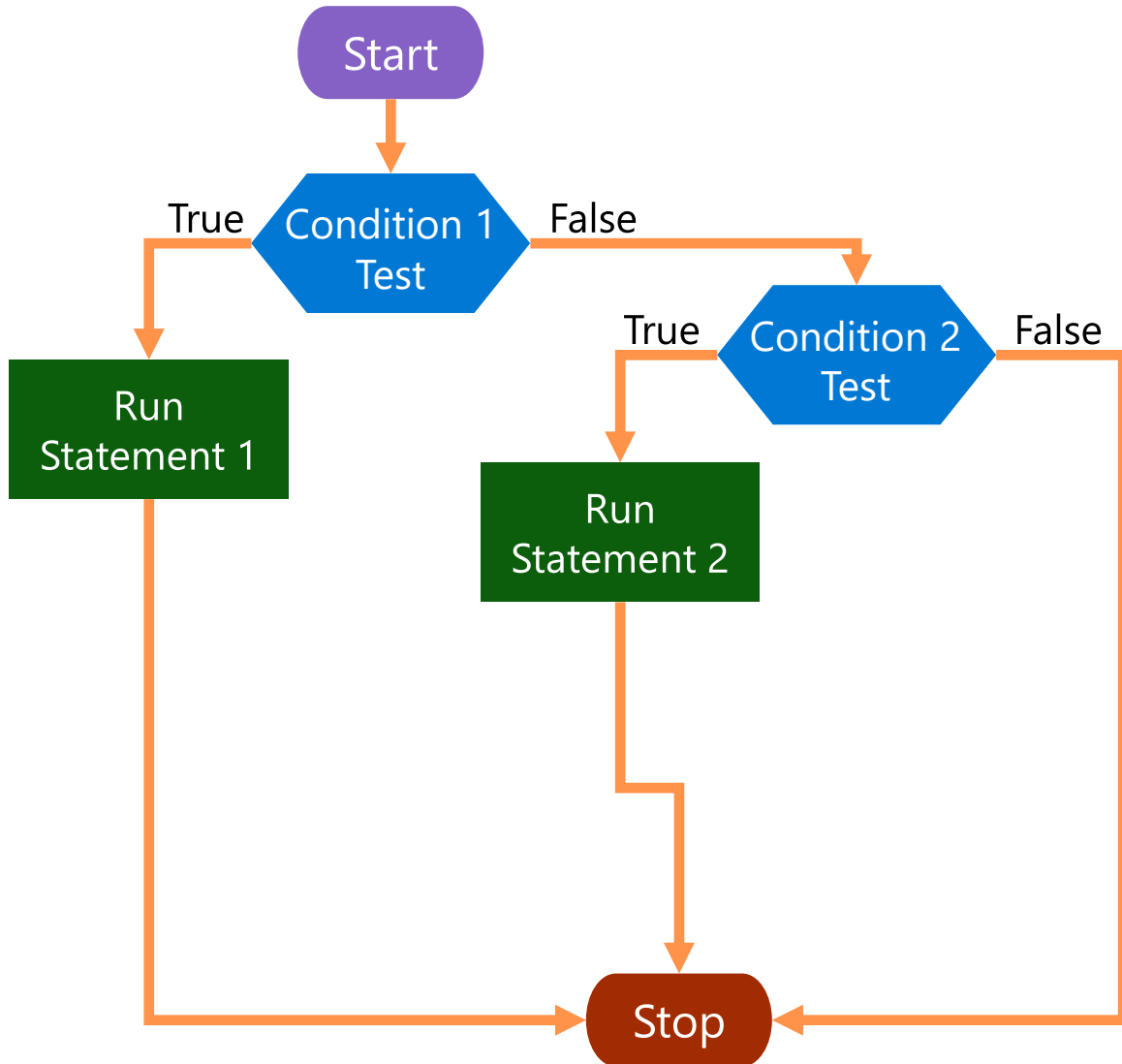
"If" Statement Series of Selection Controls



```
If (Condition 1)
{Statement 1}
Else
{Statement 4}
```

```
If (1 -eq 2)
{Write-Host "Not 1"}
Else
{Write-Host "Hmmm"}
```

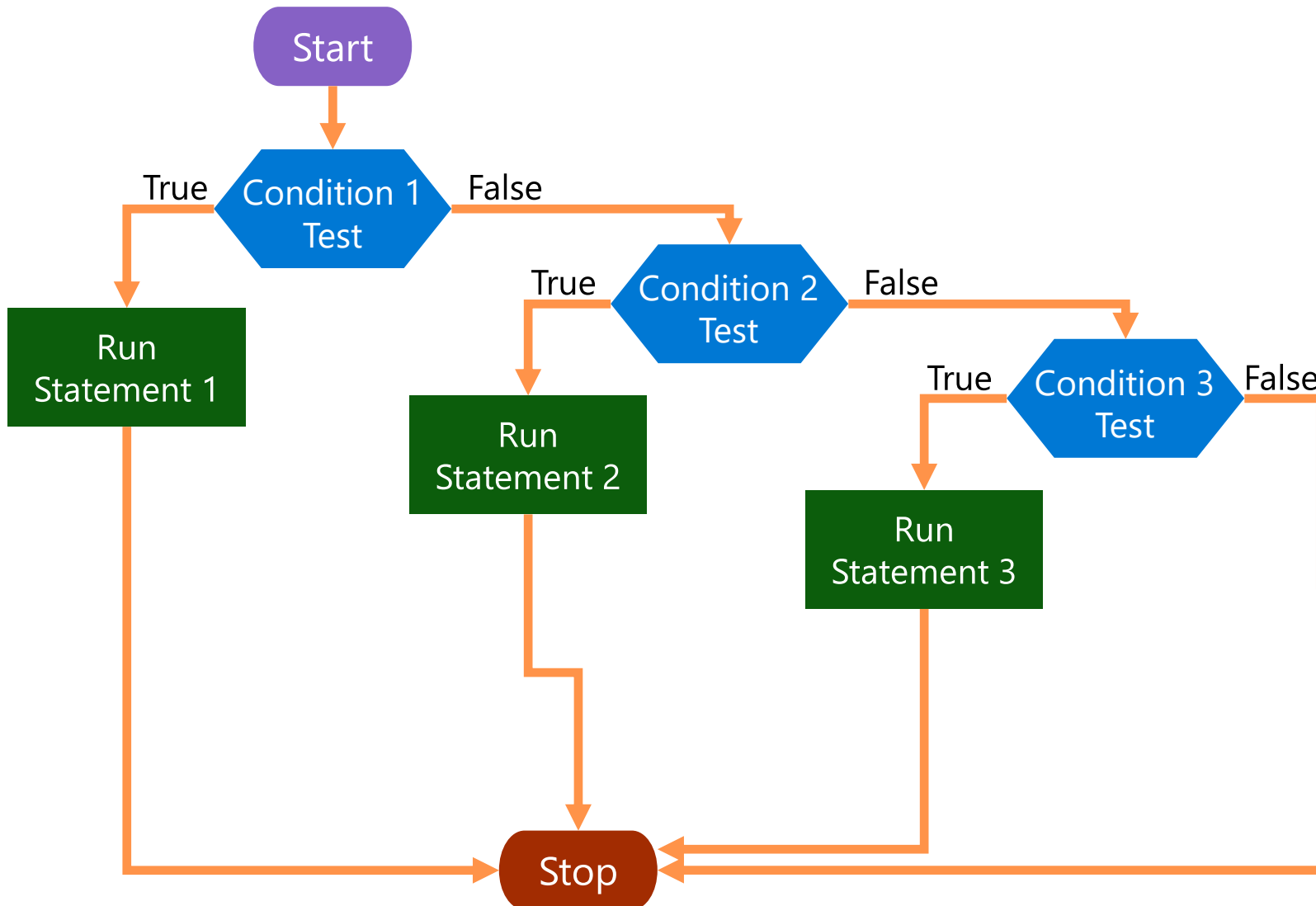

"If" Statement Series of Selection Controls



```
If (Condition 1)
{Statement 1}
Elseif (Condition 2)
{Statement 2}
```

```
If (1 -eq 2)
{Write-Host "Not 1"}
Elseif (1 -eq 3)
{Write-Host "Not 1"}
```

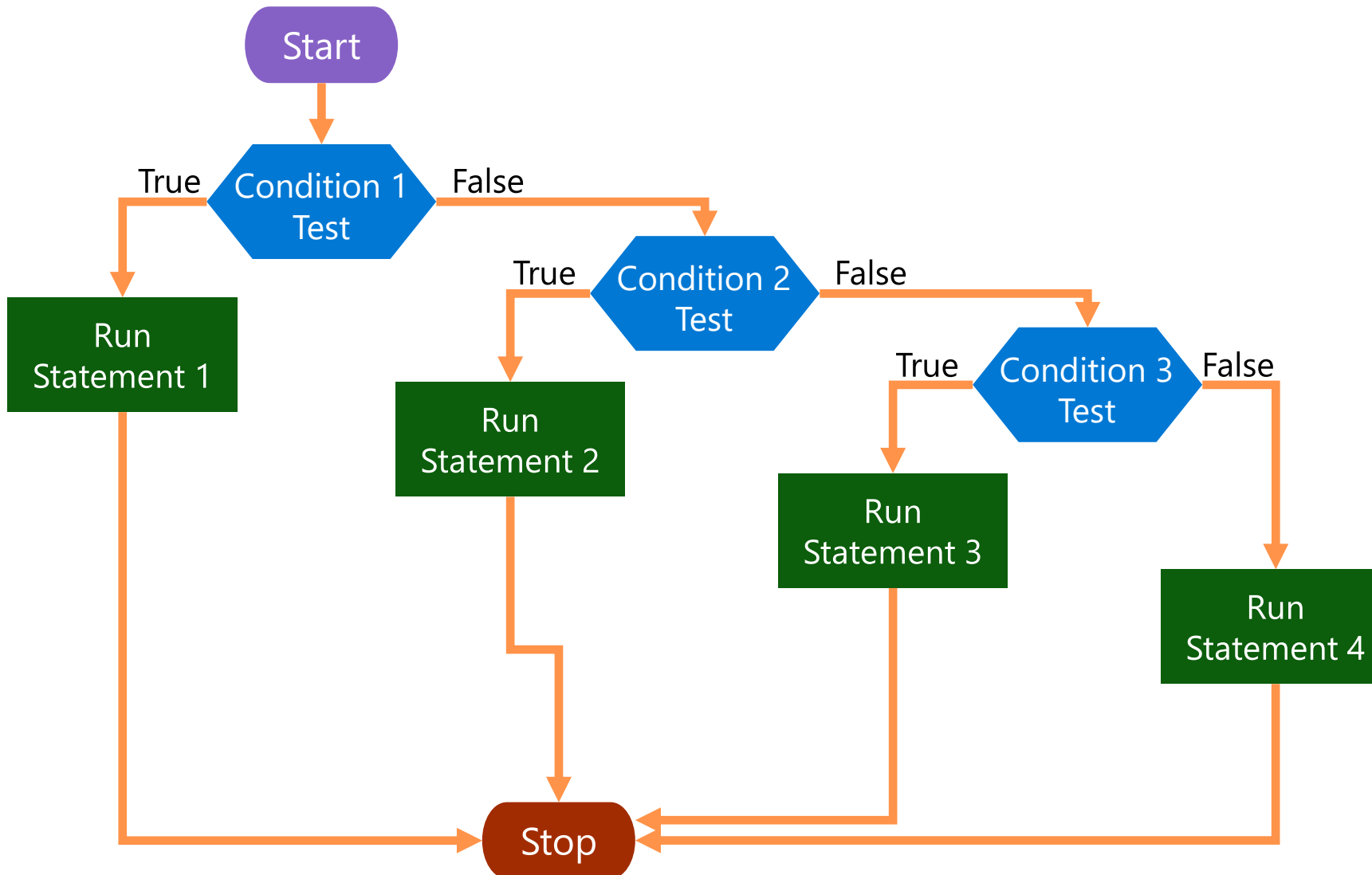
"If" Statement Series of Selection Controls



```
If (Condition 1)
{Statement 1}
Elseif (Condition 2)
{Statement 2}
Elseif (Condition 3)
{Statement 3}
```

```
If (1 -eq 2)
{Write-Host "Not 1"}
Elseif (1 -eq 3)
{Write-Host "Not 1"}
Elseif (1 -eq 4)
{Write-Host "Not 1"}
```

"If" Statement Series of Selection Controls



```
If (Condition 1)
{Statement 1}
Elseif (Condition 2)
{Statement 2}
Elseif (Condition 3)
{Statement 3}
Else
{Statement 4}
```

```
If (1 -eq 2)
{Write-Host "Not 1"}
Elseif (1 -eq 3)
{Write-Host "Not 1"}
Elseif (1 -eq 4)
{Write-Host "Not 1"}
Else
{Write-Host "Hmmm"}

```

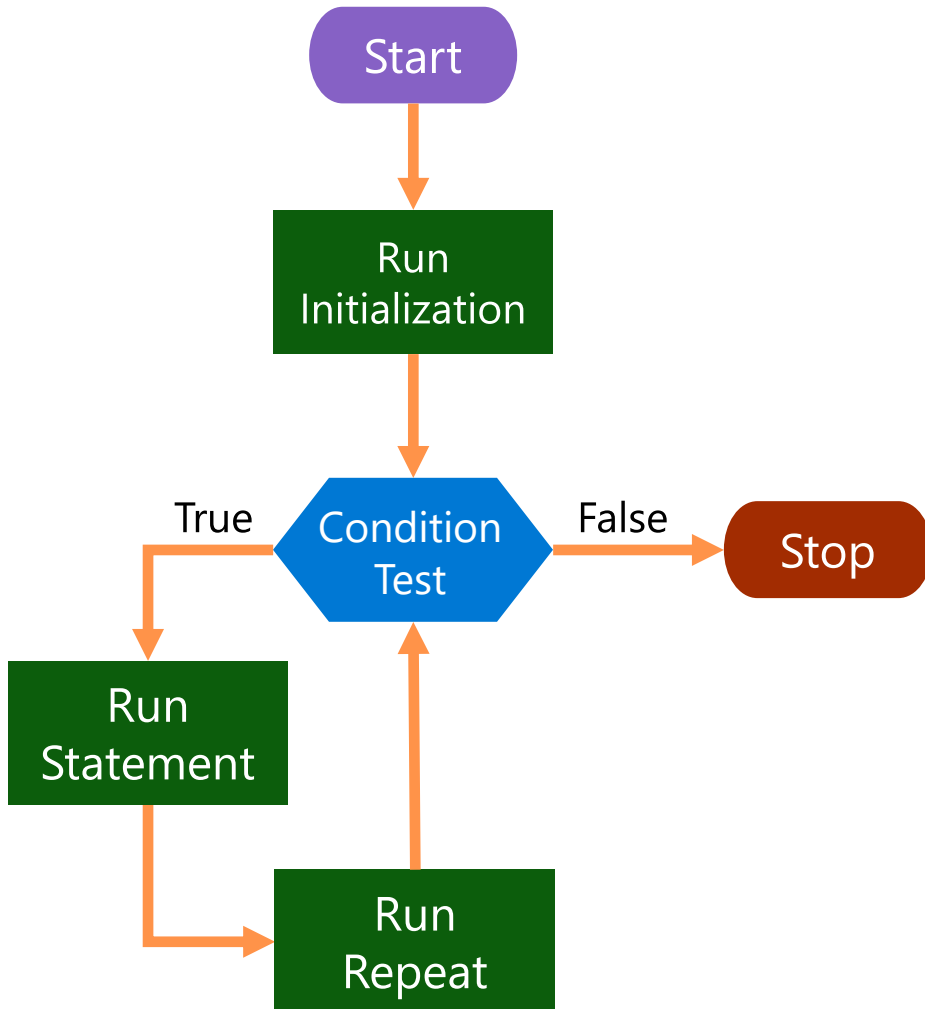
Demonstration

If Statements



PowerShell Code Loops

"For" Loop



Initialization:

A **one-time** code block that can perform pre loop code preparations

Condition:

Evaluates a comparison statement for a **\$true** value

Repeat:

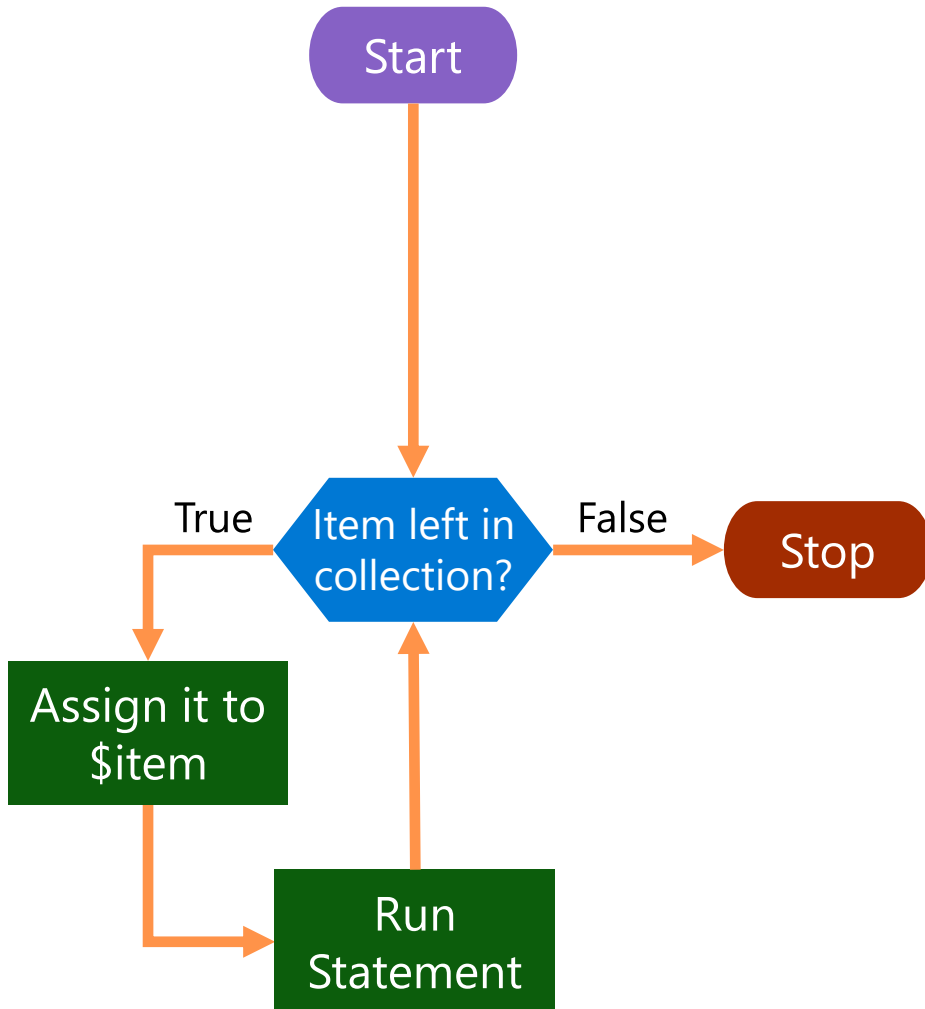
A code block that runs after the statement if the condition is true

```
For (Init; Condition; Repeat){Statement}
```

```
For ($var=5; $var -lt 11; $var++)  
{Write-Host "user$var"}
```

```
user5  
user6  
user7  
user8  
user9  
user10
```

"Foreach" Loop



Description:

Works on **each item** in collection and process them until there are no more items to process

```
foreach ($item in $collection)
{Statement}
```

```
$vars = 1, 2, 3
```

```
foreach ($var in $vars)
{Write-Host "user$var"}
```

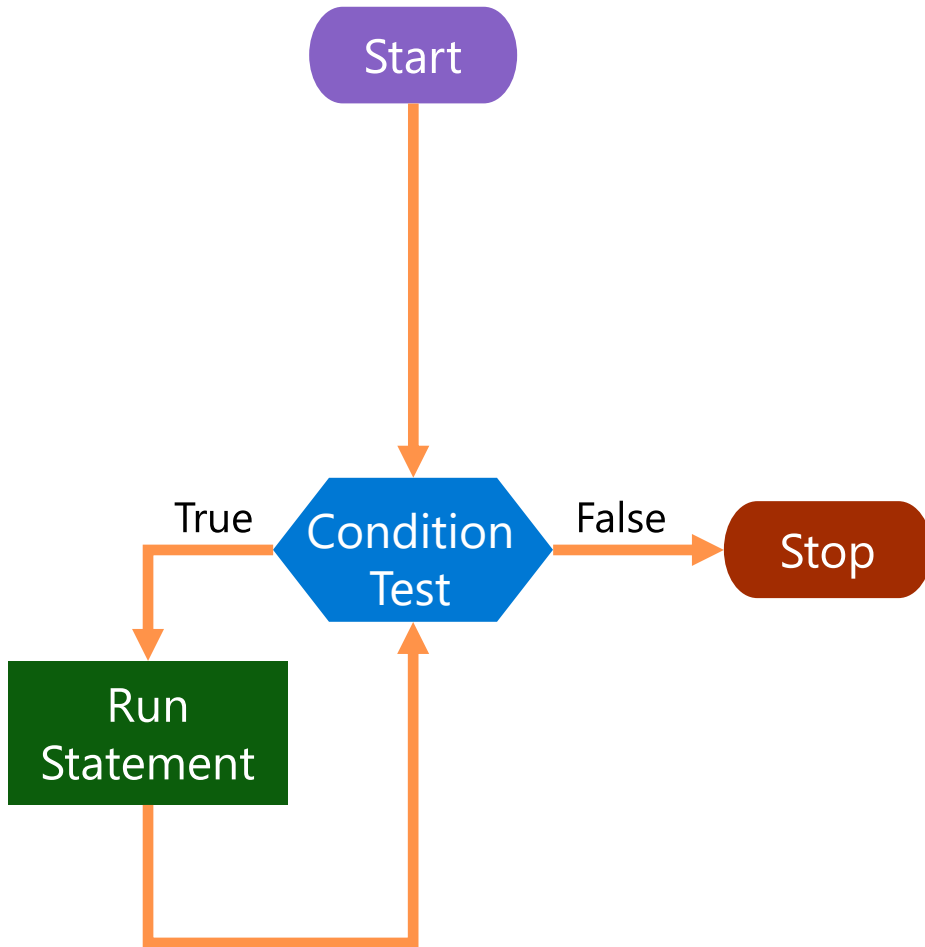
```
user1
user2
user3
```

Demonstration

For Loop
Foreach Loop



"While" Loop



Description:

A While loop runs as long as its condition is still **\$true**

Condition:

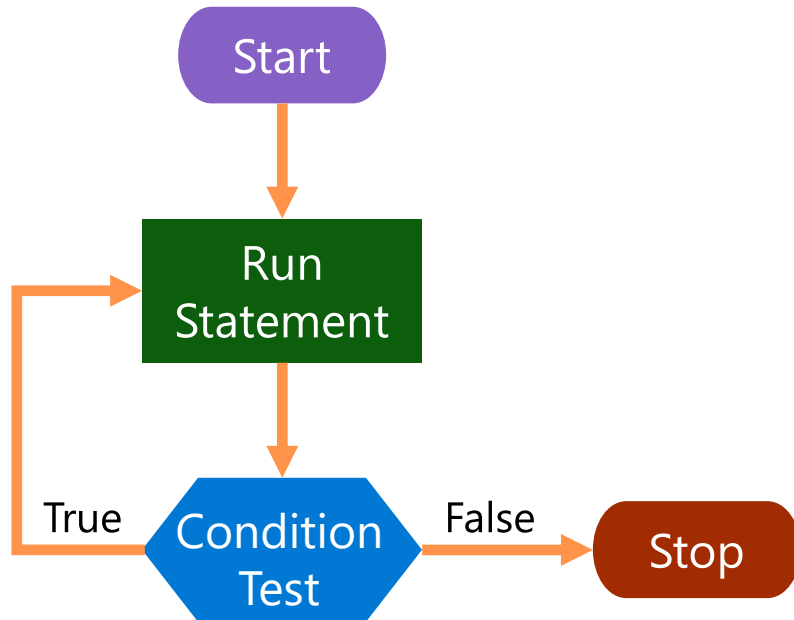
Evaluates a comparison statement for a **\$true** condition

```
while (Condition) {Statement}
```

```
$var = 0
while ($var -lt 3)
{
    Write-Host "user$var"
    $var++
}
```

```
user0
user1
user2
```

"Do While" Loop



Description:

A Do While loop **first** runs its statement and then tests if the condition is still **\$true**

Condition:

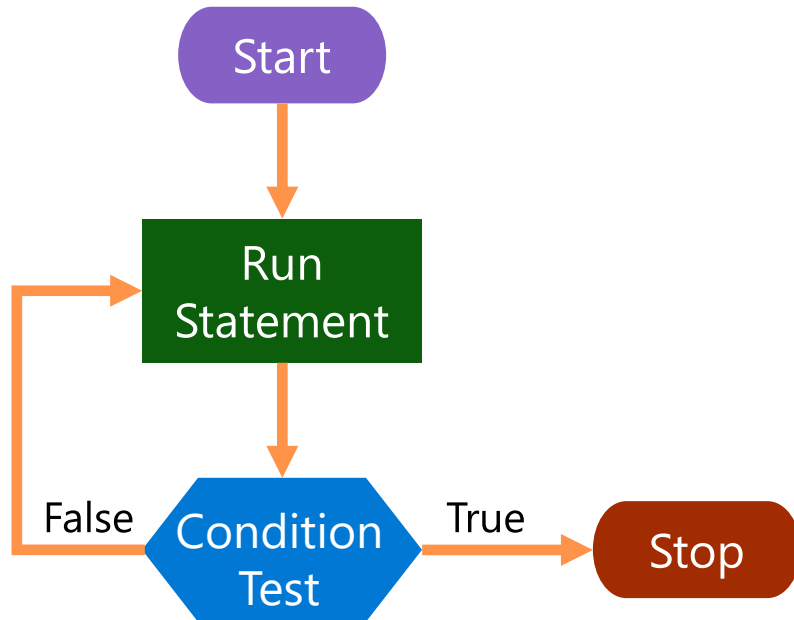
Evaluates a comparison statement for a **\$true** condition

```
Do {Statement} while (Condition)
```

```
$var = 0
Do
{
    Write-Host "user$var"
    $var++
} while ($var -lt 3)
```

```
user0
user1
user2
```

"Do Until" Loop



Description:

A Do Until loop **First** runs its statement and then tests if the condition is still **\$False**

Condition:

Evaluates a comparison statement for a **\$False** condition

```
Do {Statement} Until (Condition)
```

```
$var = 0
Do
{
    Write-Host "user$var"
    $var++
} Until ($var -lt 3)

user0
```

Demonstration

While Loop

Do While Loop

Do Until Loop



PowerShell Switch Command

Switch Command

Universal command to program Sequence, Selection, and Loops

Uses parameters to control behavior

Has an option for a "Default" catch all

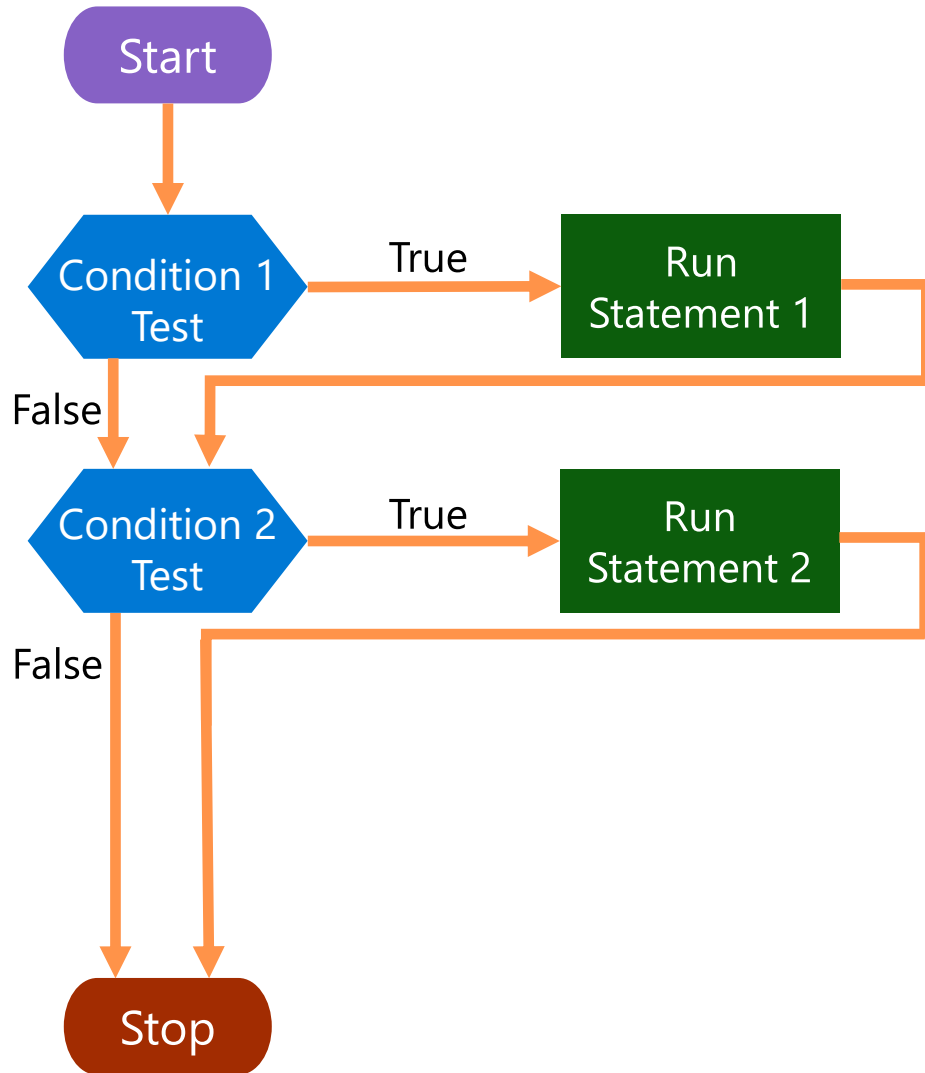
Can accept file paths to process contents

Called Select..Case in some other languages



Switch Command

Basic Switch



Description:

Validate **each** condition and run the statement if \$True

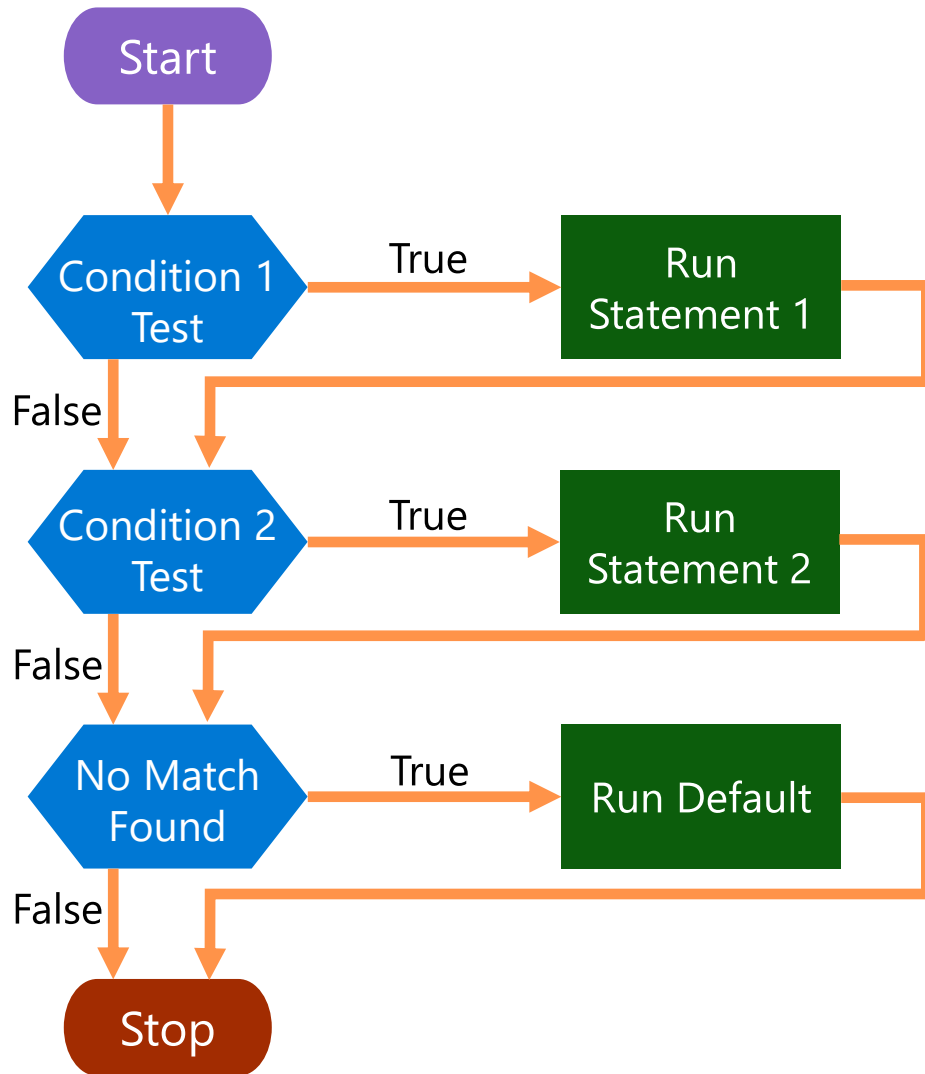
A **condition** can be a:
string, number, variable, or code block

```
Switch (<test-value>)  
{  
  <condition 1> {Statement 1}  
  <condition 2> {Statement 2}  
}
```

```
Switch ("1")  
{  
  "0" {Write-Host "It's 0"}  
  "1" {Write-Host "It's 1"}  
}  
  
It's 1
```

Switch Command

Switch with default case



Description:

Validate **each** condition and run statement if \$True. If **no** condition matches, run the default statement

A condition can be:
string, number, variable, or code block

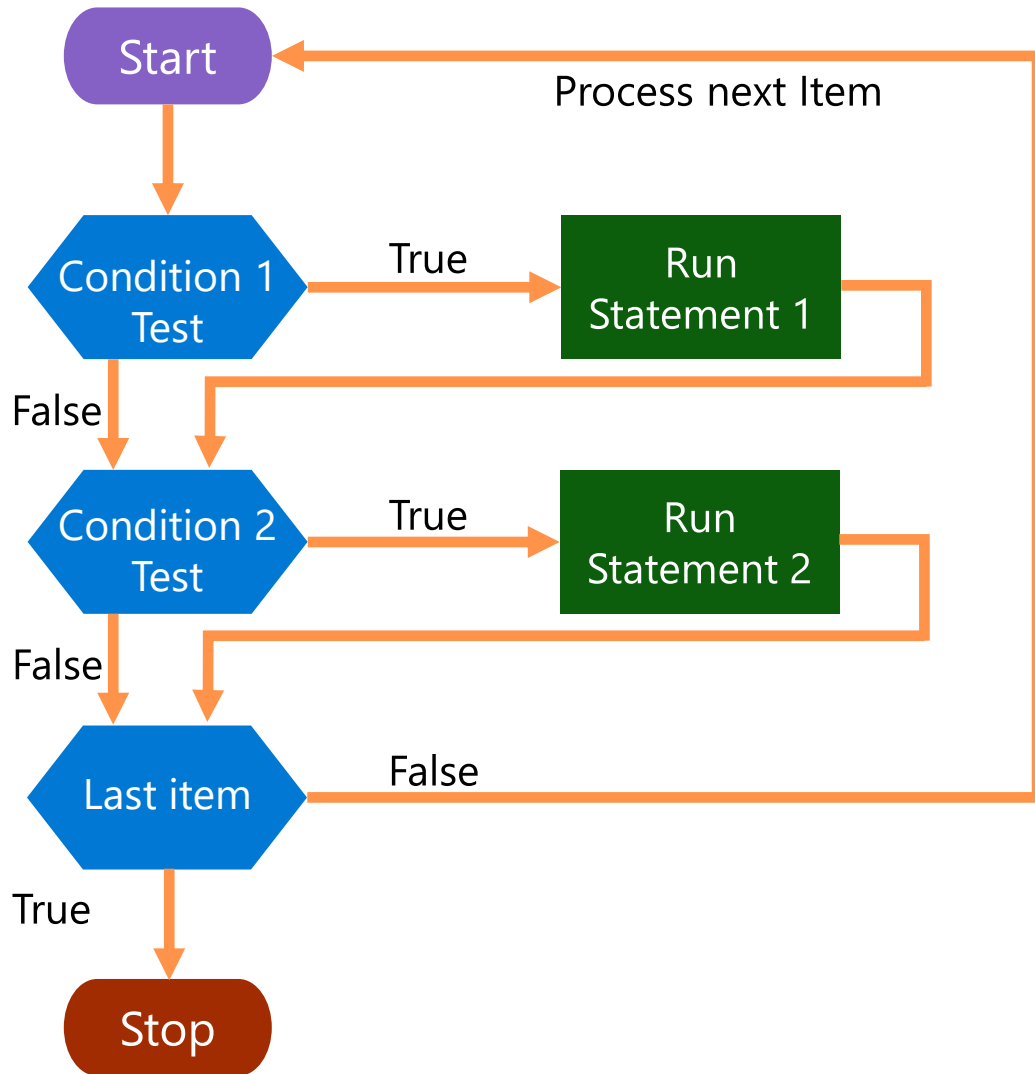
```
Switch (<test-value>)  
{  
  <condition 1> {Statement 1}  
  <condition 2> {Statement 2}  
  Default {Statement 3}  
}
```

```
Switch ("3")  
{  
  "0" {Write-Host "It's 0"}  
  "1" {Write-Host "It's 1"}  
  Default {"It's not 0 or 1"}  
}
```

It's not 0 or 1

Switch Command

Switch with multiple values



Description:

Validate **each** condition and run statement if \$True. **For each** of the items in "Test value"

A **condition** can be:
string, number, variable, or code block

```
Switch (<test-value>)  
{  
  <condition 1> {Statement 1}  
  <condition 2> {Statement 2}  
}
```

```
Switch ("1","7","0")  
{  
  "0" {Write-Host "It's 0"}  
  "1" {Write-Host "It's 1"}  
}
```

```
It's 1  
It's 0
```

Demonstration

Switch



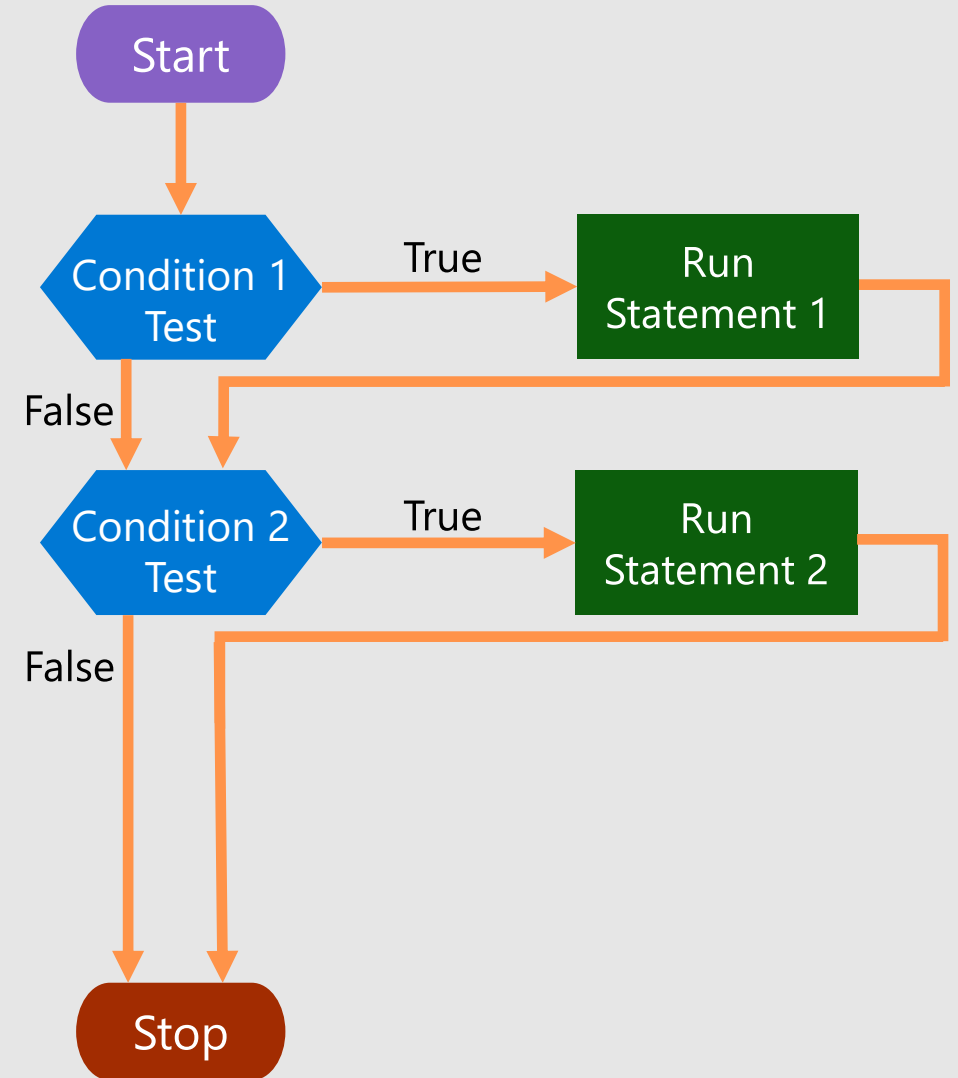
Controlling Switch Behavior With Parameters

Switch Command Parameters

Case Sensitive

```
switch -CaseSensitive ("HELLO")  
{  
  "hello" {"Lowercase"}  
  "HELLO" {"Uppercase"}  
}
```

Uppercase



Switch Command Parameters

Case Sensitive

```
switch -wildcard (Get-ChildItem -Path c:\)
{
    "program*" {Write-Host $_ -F Green}
    "p*s*"     {Write-Host $_ -F Yellow}
    "windows"  {Write-Host $_ -F Cyan}
}
```

PerfLogs

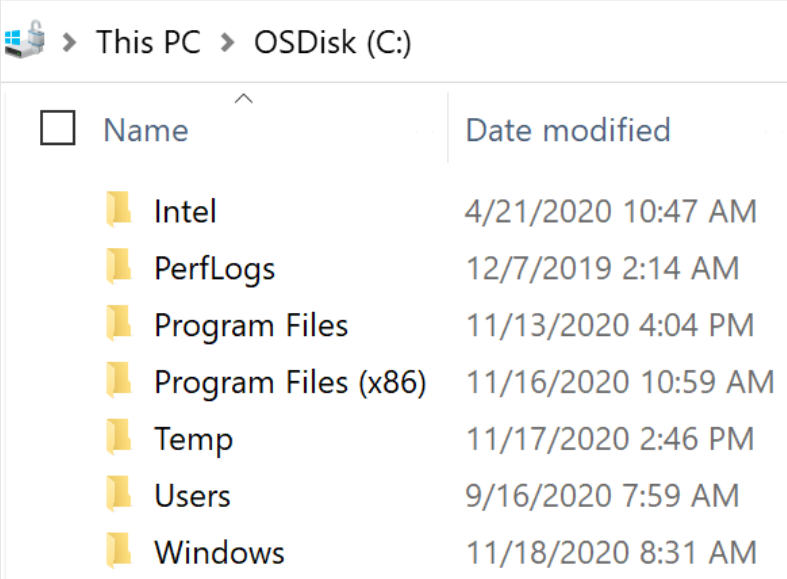
Program Files

Program Files








Program Files (x86)

Program Files (x86)

windows



This screenshot shows a Windows File Explorer window titled 'This PC > OSDisk (C:)' displaying the contents of the C: drive. The window shows a list of folders with their names and the date they were last modified. The folders listed are Intel, PerfLogs, Program Files, Program Files (x86), Temp, Users, and Windows.

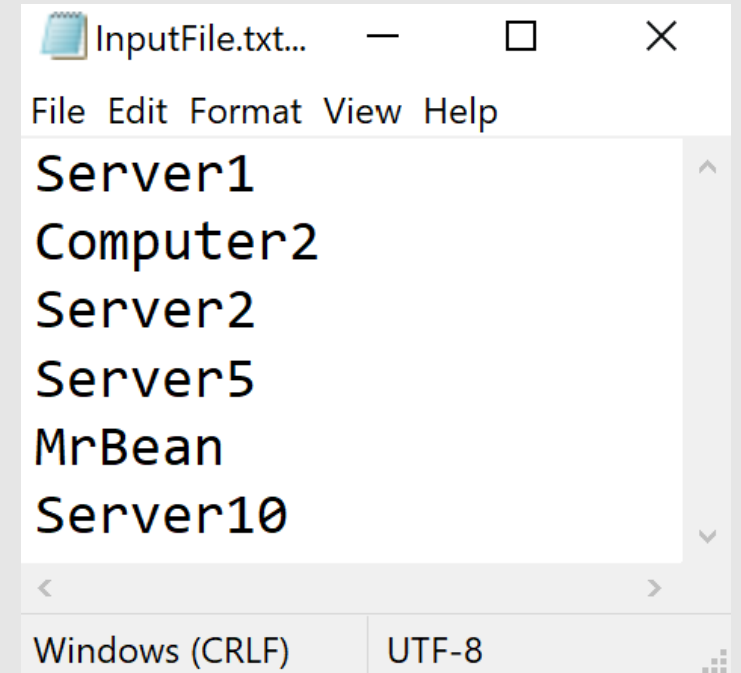
<input type="checkbox"/>	Name	Date modified
	Intel	4/21/2020 10:47 AM
	PerfLogs	12/7/2019 2:14 AM
	Program Files	11/13/2020 4:04 PM
	Program Files (x86)	11/16/2020 10:59 AM
	Temp	11/17/2020 2:46 PM
	Users	9/16/2020 7:59 AM
	Windows	11/18/2020 8:31 AM

Switch Command Parameters

File

```
switch -File C:\Temp\InputFile.txt
{
    "Server1" {Write-Host "$_ in file" -F Gray}
    "Server2" {Write-Host "$_ in file" -F Red}
    "Server10" {Write-Host "$_ in file" -F Cyan}
}
```

```
Server1 in file
Server2 in file
Server10 in file
```



Switch Command Parameters

Expression Matches

```
switch (123)
{
    {$_ -lt 124}           {Write-Host $_ -ForegroundColor Green}
    {$_ -gt 200}           {Write-Host $_ -ForegroundColor Cyan}
    {$_ -match "\d*"}      {Write-Host $_ -ForegroundColor Yellow}
    {$_ -like "1*"}        {Write-Host "It starts with one" -ForegroundColor Red}
}
```

123

123

It starts with one

Demonstration

Switch Parameters

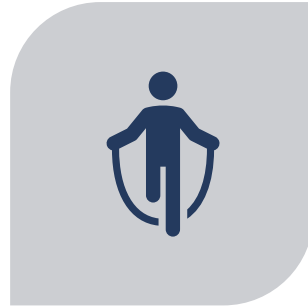


PowerShell Flow Control Keywords

What Are Flow Control Keywords Used For ?



STOP LOOP
PROCESSING



SKIP LOOP
ITERATIONS

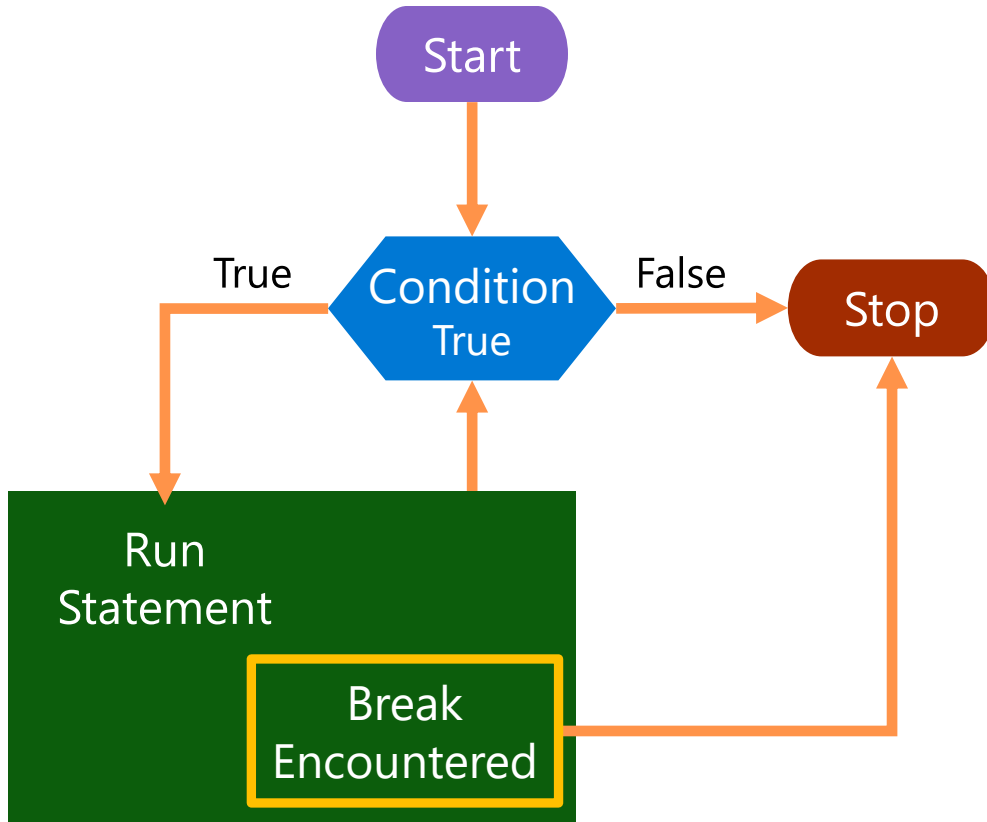


RETURN DATA IN A
PROPER MANNER
TO A CALLER



PROVIDE ERROR
CONTROL TO
EXTERNAL CALLER

Stopping a Loop With Break



Description:

Break can be used to terminate code blocks inside the **current scope**

Use cases:

Break is suited to be used with any loop. Although it can be used in functions or scripts, it is not best practice

```
$user = 0
while ($user -lt 2)
{
    Write-Host "user$user"
    $user++
    If ($user -eq 1)
    {
        Break
    }
}

user0
```

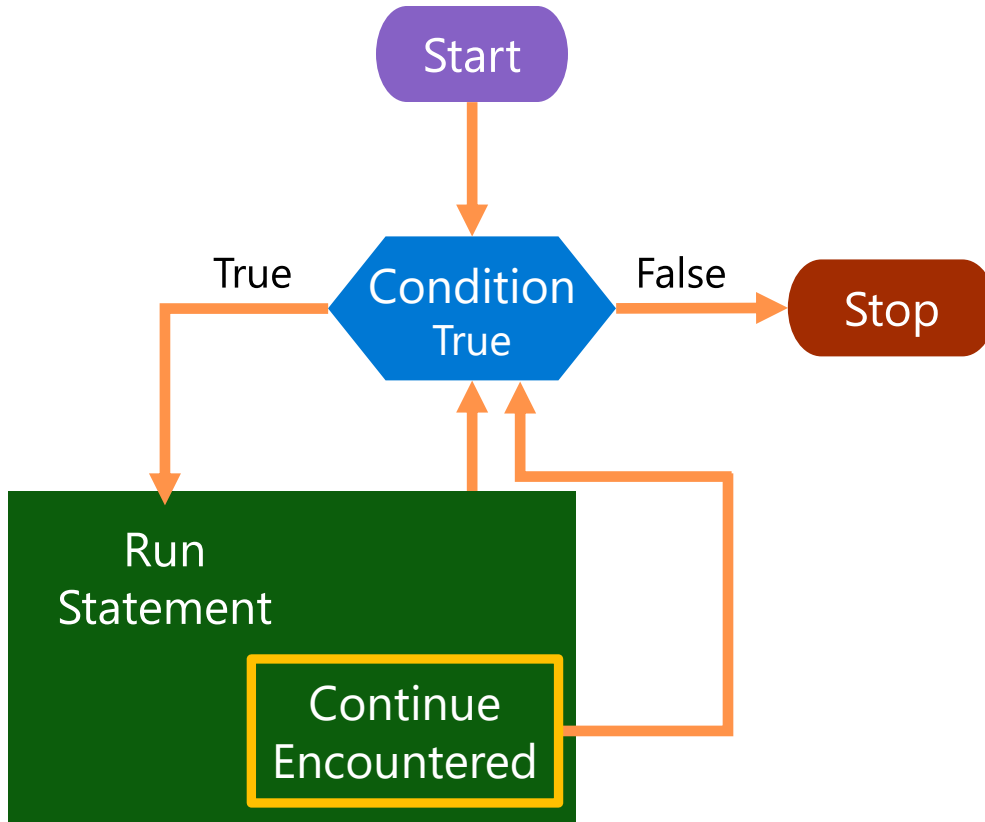
Skipping a Loop With Continue

Description:

Continue stops the loops **current iteration**

Use cases:

Skip a **running iteration** of a loop and start with the next one.



```
$user = 0
while ($user -lt 2)
{
    Write-Host "user$user"
    $user++
    If ($user -eq 1)
    {
        Continue
    }
    "processed user $user"
}
user0
user1
processed user2
```

PowerShell Return

```
Function Test-Return
{
    'outside of return'
    return 'This value'
}

PS> $Result = Test-Return
PS> $Result

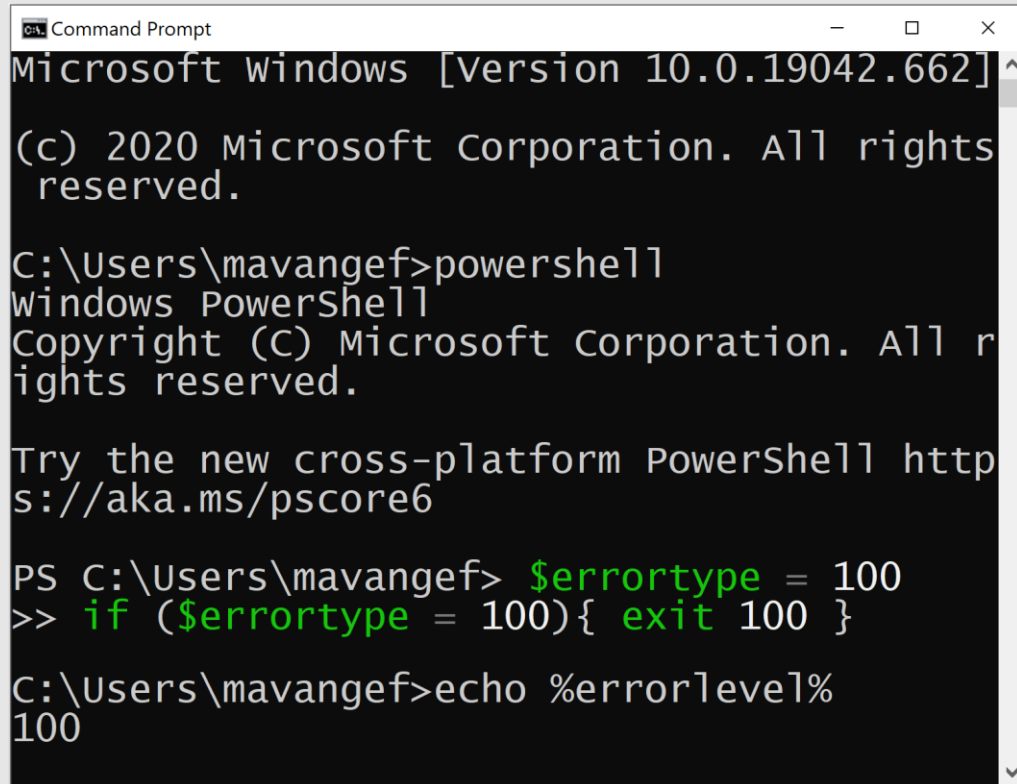
outside of return
This value

PS> $Result.GetType().fullname

System.Object[]
```

- Used to return data to caller
- Will return every object send to pipe as a single object
- Allows explicit exit from a function
- Present for compatibility with other languages

Terminate Run space and Feedback Error Level With Exit



```
Command Prompt
Microsoft Windows [Version 10.0.19042.662]
(c) 2020 Microsoft Corporation. All rights reserved.

C:\Users\mavangef>powershell
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

Try the new cross-platform PowerShell https://aka.ms/pscore6

PS C:\Users\mavangef> $errortype = 100
>> if ($errortype = 100){ exit 100 }

C:\Users\mavangef>echo %errorlevel%
100
```

- Only use to exit PowerShell
- Determine a numeric error schema
- Use caller tool to process error

Demonstration

Flow Control Keywords



Questions?



Lab 12: Flow Control

60 minutes

