ENGINEERING FLOWCHART

DOES IT MOVE?

NO

SHOULD IT?

NO

NO PROBLEM

YES

YES

SHOULD IT?

YES

NO PROBLEM

NO

WD-40

Logic

JavaScript

```javascript
// constants
const TUESDAY = 2;

// program variables
let dayOfWeek = 3; // get input from user
let whereToEat = "";


if(dayOfWeek == TUESDAY) {
    whereToEat = "Costa Vida";
}
```
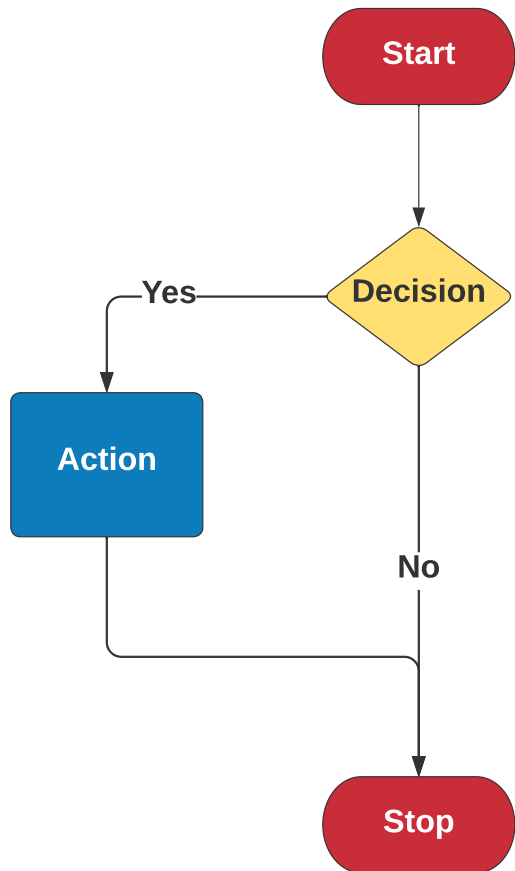
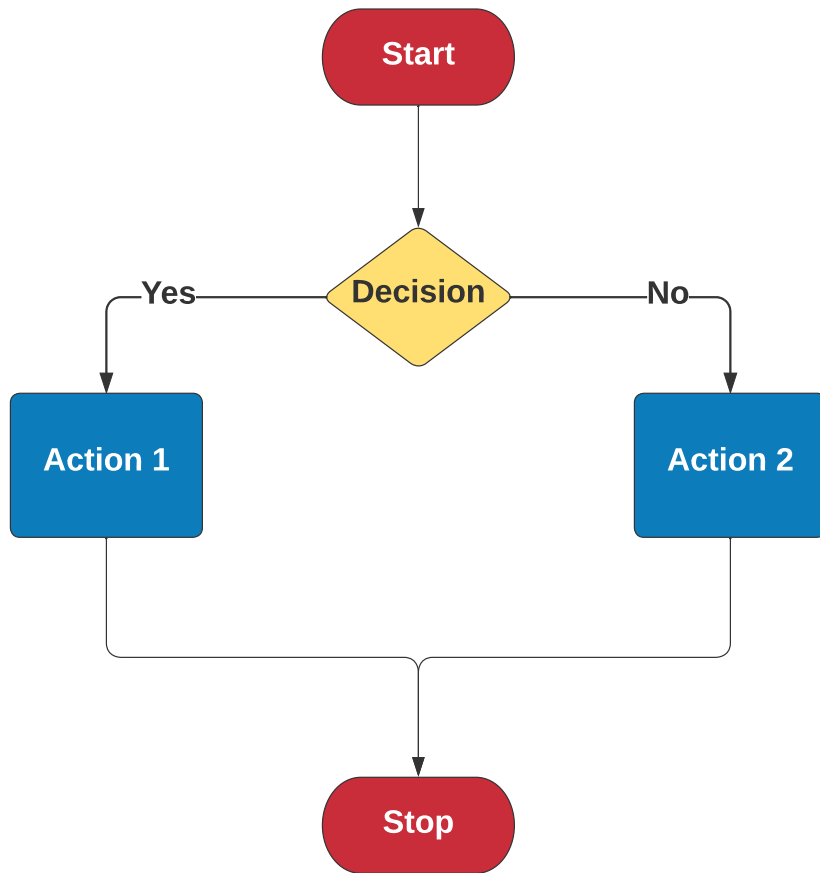==
>=
>
<
<=
!=

Logic

JavaScript

```javascript
// constants
const TUESDAY = 2;

// program variables
let dayOfWeek = 3; // get input from user
let whereToEat = "";

if(dayOfWeek == TUESDAY) {
    whereToEat = "Costa Vida";
}
else {
    whereToEat = "Home";
}
```
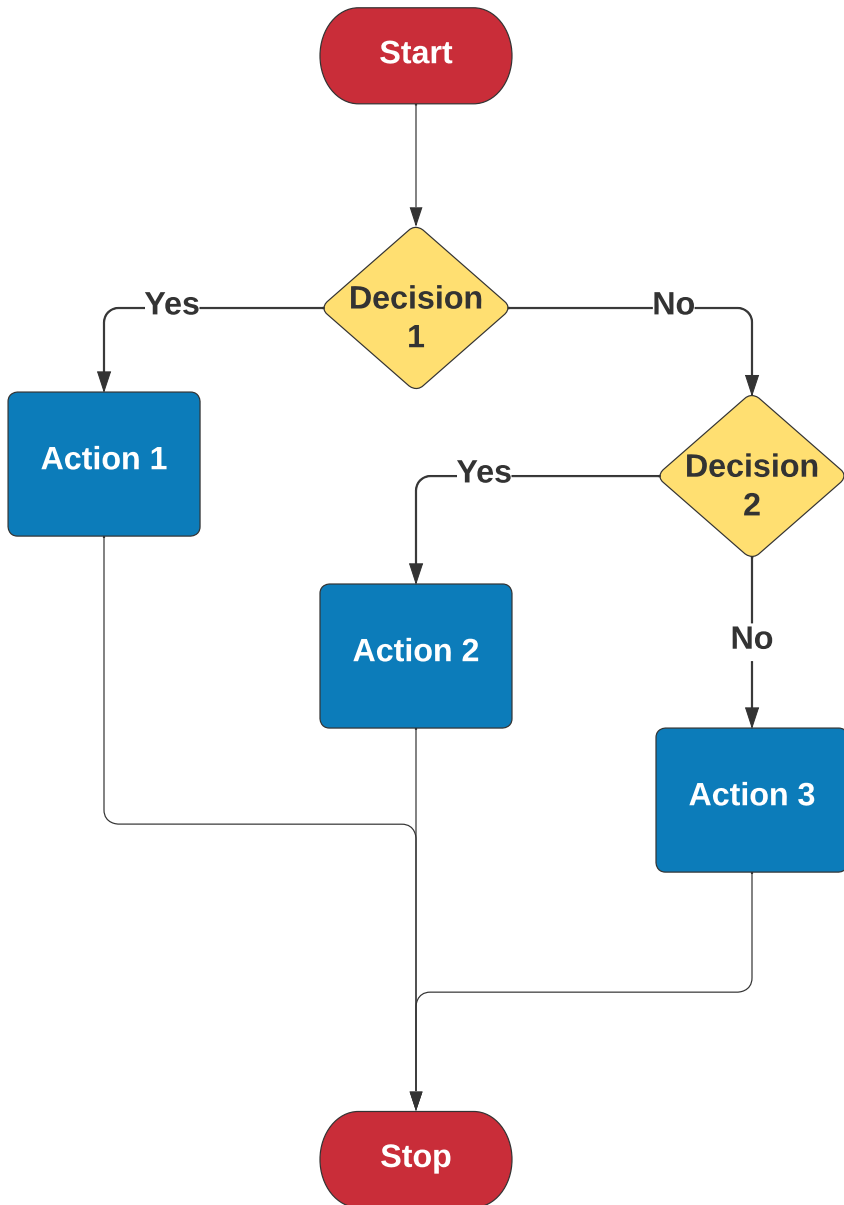
Logic

```
Start
  │
  ▼
Decision 1
  │ Yes ──► Action 1
  │ No
  ▼
Decision 2
  │ Yes ──► Action 2
  │ No
  ▼
Action 3
  │
  ▼
Stop
```
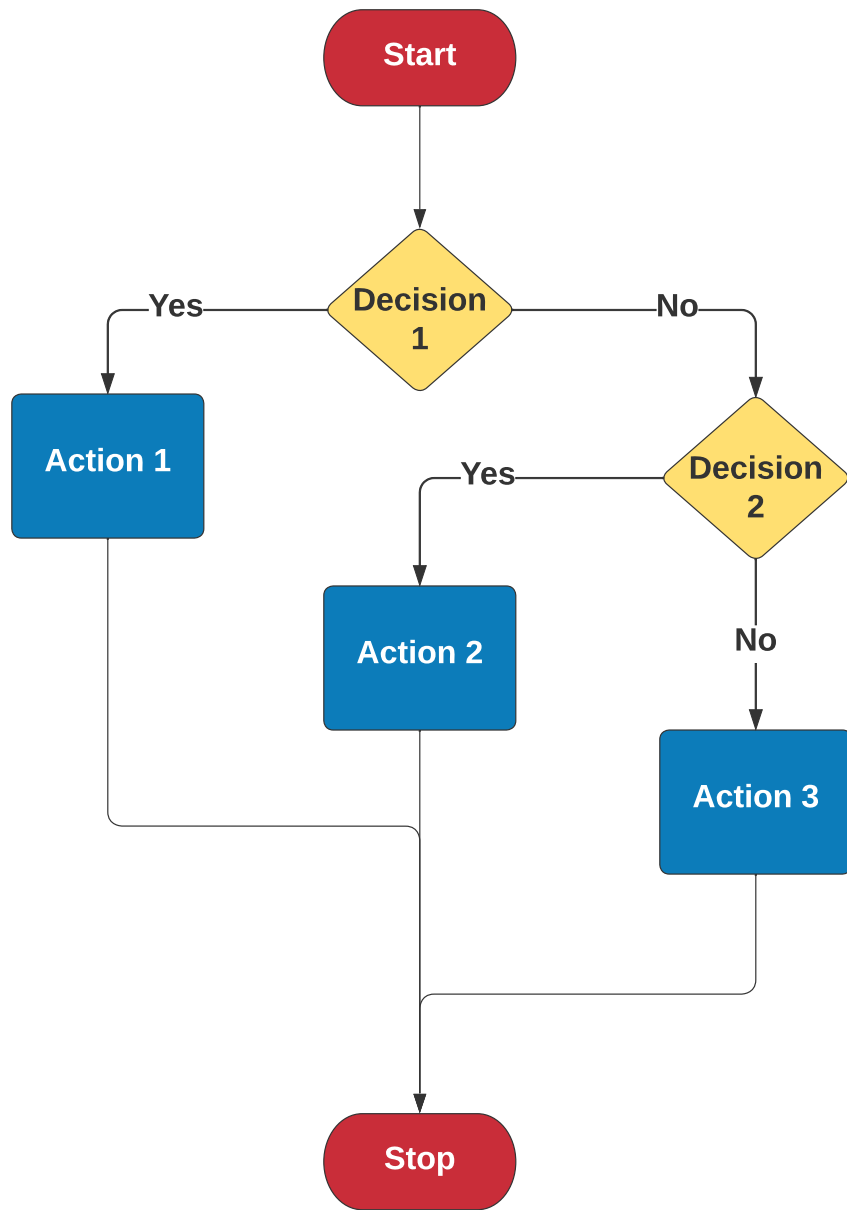
JavaScript

```javascript
// constants
const TUESDAY = 2;
const WEDNESDAY = 3;

// program variables
let dayOfWeek = 3; // get input from user
let whereToEat = "";

if(dayOfWeek == TUESDAY) {
    whereToEat = "Costa Vida";
}
else if(dayOfWeek == WEDNESDAY) {
    whereToEat = "Papa John's Pizza";
}
else {
    whereToEat = "Home";
}
```

Logic

```
Start
  ↓
Decision 1
  Yes → Action 1
  No → Decision 2
         Yes → Action 2
         No → Action 3
Action 1 → Stop
Action 2 → Stop
Action 3 → Stop
```

JavaScript

```javascript
// constants
const TUESDAY = 2;
const WEDNESDAY = 3;

// program variables
let cashOnHand = 25.50; //get input from user
let dayOfWeek = 2; // get input from user
let whereToEat = "";

if(cashOnHand > 20 && dayOfWeek == TUESDAY) {
    whereToEat = "Costa Vida";
}
else if(cashOnHand > 25 && dayOfWeek == WEDNESDAY) {
    whereToEat = "Papa John's Pizza";
}
else {
    whereToEat = "Home";
}
```

&& => AND
|| => OR