

```
and -- logical and
or -- logical or
not -- logical not
```

# Control structures

```
-- ----- BLOCK -----
-- lua takes a page from bash's syntax by seperating its code blocks with do/end and indentation

-- ----- IF ELSEIF ELSE THEN -----
-- standard conditionals
-- there are no switch case statements in lua

if num > 40 then
    print("Over 40")
elseif num == 20 then
    print("It's 20")
else
    print("Lovely")
end

-- ----- LOOP -----

-- FOR LOOP
-- for {VARIABLE BEGINNING}, {VARIABLE END}, {STEP}
-- ranges are inclusive on both ends

for i=10, 1, -1
do
    print(i) -- prints 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 to the console
end

for q=1,100 do
    print(q) -- prints the numbers 1 to 100 to the console
end

-- FOR IN LOOP
-- useful when looping over iterable data structures

for key,value in pairs(aTable)
do
    aTable[key] = "i am jujutsu kaisen"
end

-- WHILE LOOP
-- while do loop

while num < 50 do
    num = num + 1
end

-- REPEAT UNTIL LOOP
-- basically a do while loop

breakCase = 10
repeat
    print("watermelon")
until breakCase == 0
```