

# Programming for Everybody

## 2. Control Flow



# Control flow

Control flow allows us to select different outcomes depending on a condition

Ruby's **`if` statements** evaluate an expression to either **true** or **false**

If that expression is true -> Ruby executes the block of code that follows the *if*

If it's not true -> Ruby doesn't execute that block of code and goes on to the next instructions

# **If, else & elsif**

## **IF**

To evaluate one condition only

## **ELSE**

What to do when the ``if`` condition evaluates to false

“If this expression is true, run this code block; otherwise, run the code inside the **else** statement.”

## **ELSIF**

When we have more than one specific condition to evaluate

# Unless

Basically the reverse of `if`  
Used to check if a condition is **false**

Ex: you don't want something to happen **unless** a  
certain condition is met

# Relational operators

**==** is the same as

**!=** is not the same as

**<** less than

**<=** less than or equal to

**>** greater than

**>=** greater than or equal to

# Boolean operators

When we need to consider 2 or more conditions together

Always return either **true** or **false**

**AND** (&&)

Evaluates to true when **both** expressions on either side of && are true

**OR** (||)

Evaluates to true **when one or both** expressions on either side of || are true

**Thank** **you.**

