Exercise 9

IF STATEMENTS

Often, we come to a crossroad and have to make a choice of one action or another. We might have a policy that a user has to be a certain age in order to continue. For situations like this, *if statements* were created.

☐ Let's see how that restricted age scenario could be translated into code. Open `index.js` in **Exercise 9** of your repl. First, we'll set a minimum age:

```
let minimumAge = 18
```

☐ Next, we'll ask the user how old they are:

```
let age = prompt("How old are you?")
```

☐ Now, let's get the message element that we'll use to communicate to the user:

We could have used getElementById of course ————●

```
let message = document.querySelector("#message")
```

☐ Then, we'll use an `if` statement to see if the user is old enough:

```
if (age > minimumAge) {
  message.innerHTML = "Welcome!"
} else {
  message.innerHTML = "Sorry, you're too young."
}
```

See the pattern? *if (some condition is true) {do this} else {do that}*

You probably recognize these from high school algebra ————●

We call > a *comparison operator*. That one is used to test if the value on the *left* of the operator is greater than the value on the *right*. We also have < for less than. What do we do if we want to test if the left value is *the same* as the right?

We've already used the = sign for variable assignment, so we can't use that. Instead (and I know this looks weird), we use ===.

☐ Try writing your own `if` statement by asking the user for a secret word and testing if their input matches one you've already established. If the two are ===, write one thing (like "You guessed it") in the `<p id="secret">` element. If it doesn't match, write something else in that same element.

In programming world, we call a series of steps to be carried out an "algorithm" ●— Here is the list of things you'll need to do:

1. Establish the correct secret word by means of a variable assignment. (Choose any secret word you'd like.)

2. Prompt the user to provide you their secret word.

3. If the two match, write something (like "You got it!") to the `<p id="secret">` element.

4. If the two don't match, write something else to the same HTML element.