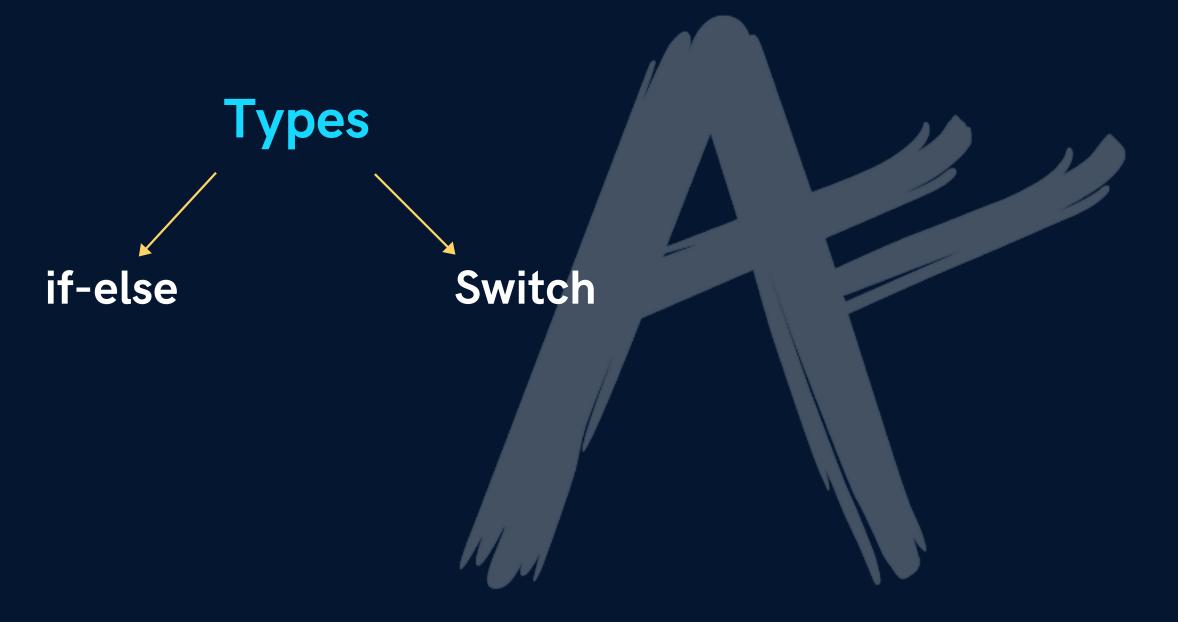
# **Conditional Statements**



#### if-else

```
if(Condition) {
  //do something if TRUE
else {
  //do something if FALSE
```

### else if

```
if(Condition 1) {
  //do something if TRUE
else if (Condition 2) {
  //do something if 1st is FALSE & 2nd is TRUE
```

## **Conditional Operators**

Ternary

Condition? doSomething if TRUE: doSomething if FALSE;

# **Conditional Operators**

```
switch
switch(number) {
case C1: //do something
       break;
case C2: //do something
       break;
default: //do something
```

# **Conditional Operators**

switch Properties

a. Cases can be in any order

b. Nested switch (switch inside switch) are allowed