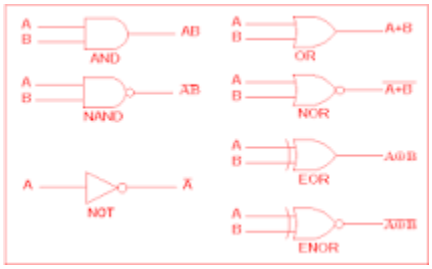
- Now that we are comfortable with variables, let's move on to controlling the flow of a program
    - Variable are most definitely the foundation that makes programming viable, but alone, they're not enough to make it all worthwhile.
    - One of the most powerful features of programming is defining decisions so that the computer can make basic, repetitive choices, base on our business or use rules.
    - The flow of a program is determined by how user data or actions trigger gates that control the flow.
    - Gates (or logic gates) are an engineering term for physical components that actually control the flow within the computer – they are used to build the actual circuitry that makes a computer function



    - We pass commands through these gates, and they produce a single result – either true of false
    - We use this result to take a program path and execute the appropriate code such as the example in our starter file

```
if (box3chkBox.checked) {
    output3.innerHTML = "Great! You've been added to our list";
} else {
    output3.innerHTML = "Please click the Checkbox to join our list";
}
```

    - The condition (box3chkBox.checked) can only result in either being true or false, in fact, any condition that is evaluated within a conditional, will always result in either a true or false.
    - We will get into this in more detail shortly, but for now, let's move on to understand operators, their precedencies and why they evaluate down to either true or false.