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| Circle Language Spec: Execution Control |

## Else If

Else If form of *conditional execution*. Conditional execution is a kind of execution control statement, explained in the article *Conditional Execution*. The Else If statement is a lot like the If statement, but then the Else has another If associated to it. If the condition of the second If is met, then the associated command is called. If the condition is not met, then the Else of the second If might have another If associated to it, and so on, until no more Else If’s are defined. If none of the Else If’s conditions are met, then the final Else is executed, if provided.

The Else If command takes an argument, that is the condition for the first If. It also takes a command reference Then as a parameter. The command is executed if the If condition is True. Furthermore, the Else If command takes a variable amount of Else If’s. Each Else-If-object contains a condition and a reference to the command to execute when the Else If’s condition returns True. The Else If command also take a reference to a command, that will be executed, if none of the Else If’s conditions are True. This alternative command is called the Else clause of the Else If statement. The Else clause of the statement can be left out, if it is not required.

The implementation of the Else If command is quite simple. It simply calls a few machine instructions to start a command, based on whether a Boolean value is True or False.