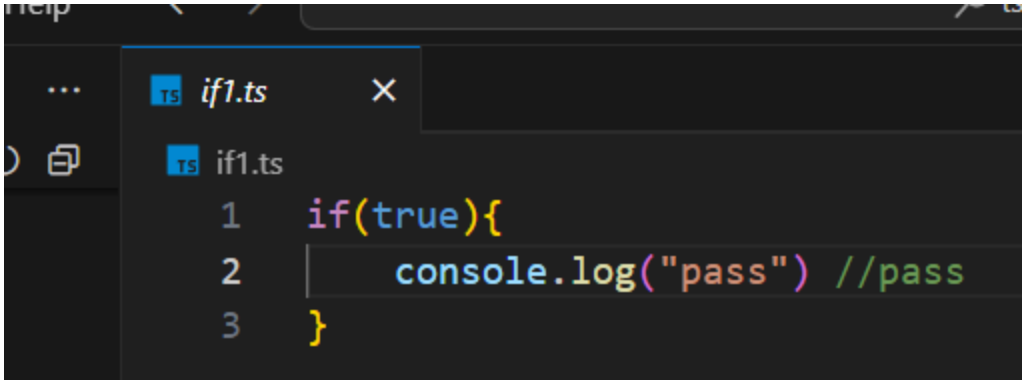
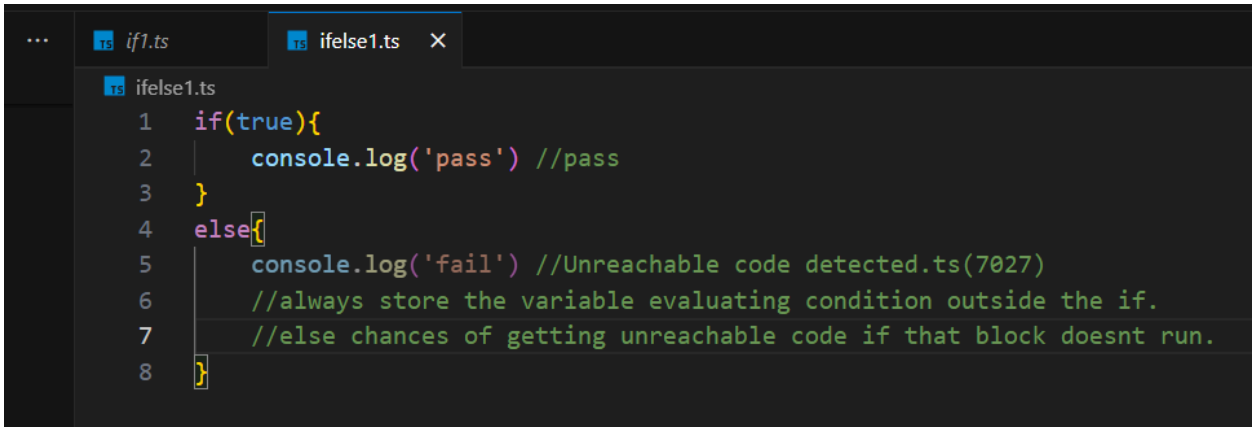
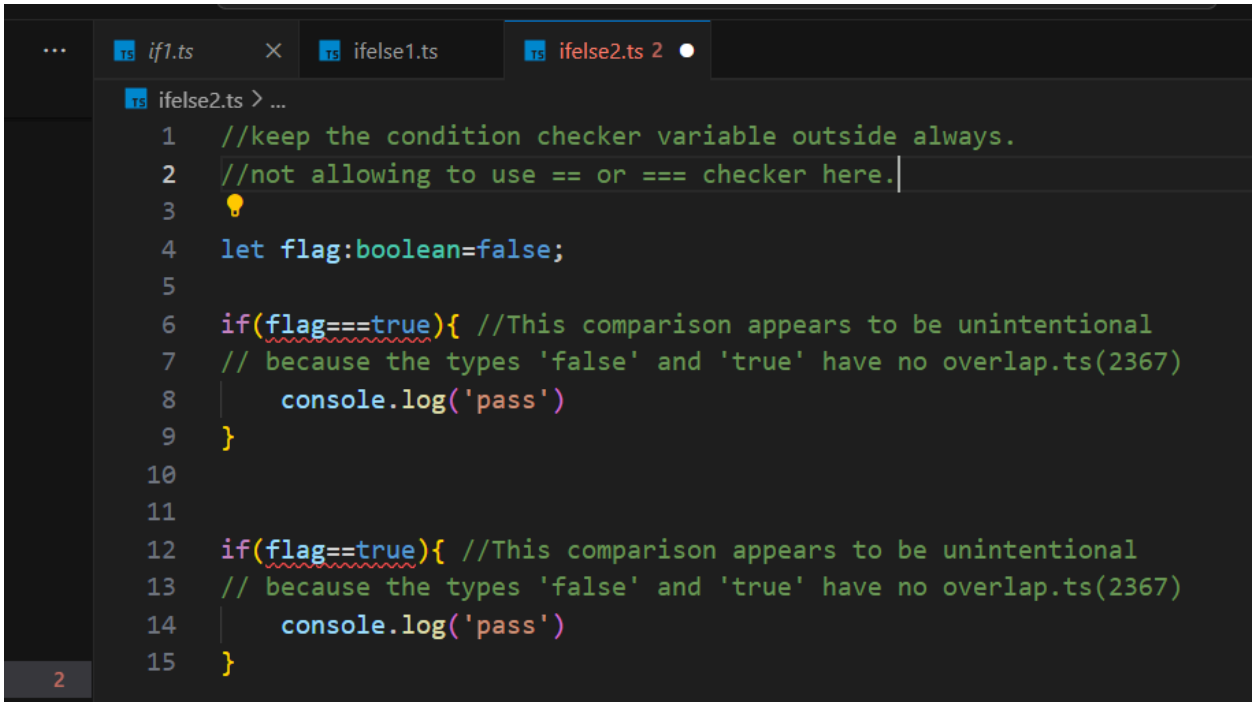
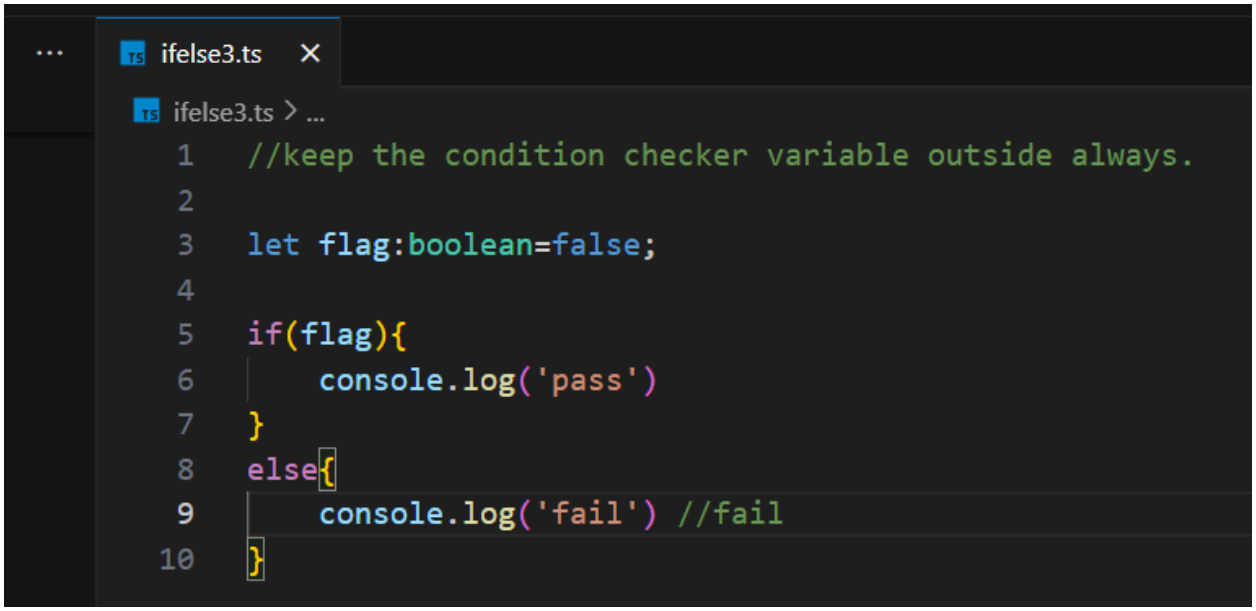

if1.ts
if1.ts
1 if(true){
2 console.log("pass") //pass
3 }


if1.ts
ifelse1.ts
ifelse1.ts
1 if(true){
2 console.log('pass') //pass
3 }
4 else{
5 console.log('fail') //Unreachable code detected.ts(7027)
6 //always store the variable evaluating condition outside the if.
7 //else chances of getting unreachable code if that block doesnt run.
8 }


if1.ts
ifelse1.ts
ifelse2.ts 2
ifelse2.ts > ...
//keep the condition checker variable outside always.
//not allowing to use == or === checker here.
let flag:boolean=false;
if(flag===true){ //This comparison appears to be unintentional
// because the types 'false' and 'true' have no overlap.ts(2367)
console.log('pass')
}
if(flag==true){ //This comparison appears to be unintentional
// because the types 'false' and 'true' have no overlap.ts(2367)
console.log('pass')
}


ifelse3.ts
ifelse3.ts > ...
//keep the condition checker variable outside always.
let flag:boolean=false;
if(flag){
console.log('pass')
}
else{
console.log('fail') //fail
}

ifelse3.ts | ifelse4.ts

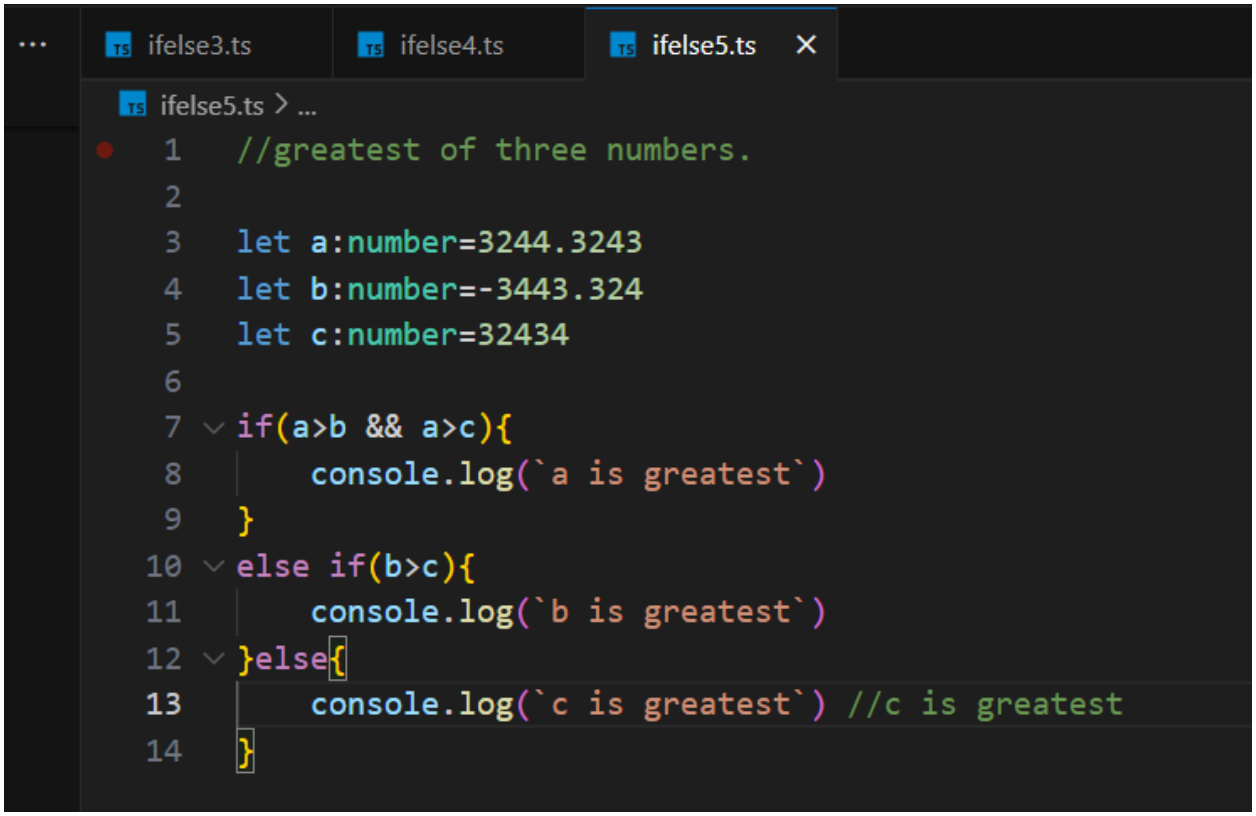
ifelse4.ts > ...

```ts
let x:number=10;
let y:number=20

if(x>y){
    console.log('x is greater than y')
}
else{
    console.log(`y is greater than x`) //y is greater than x
}
```

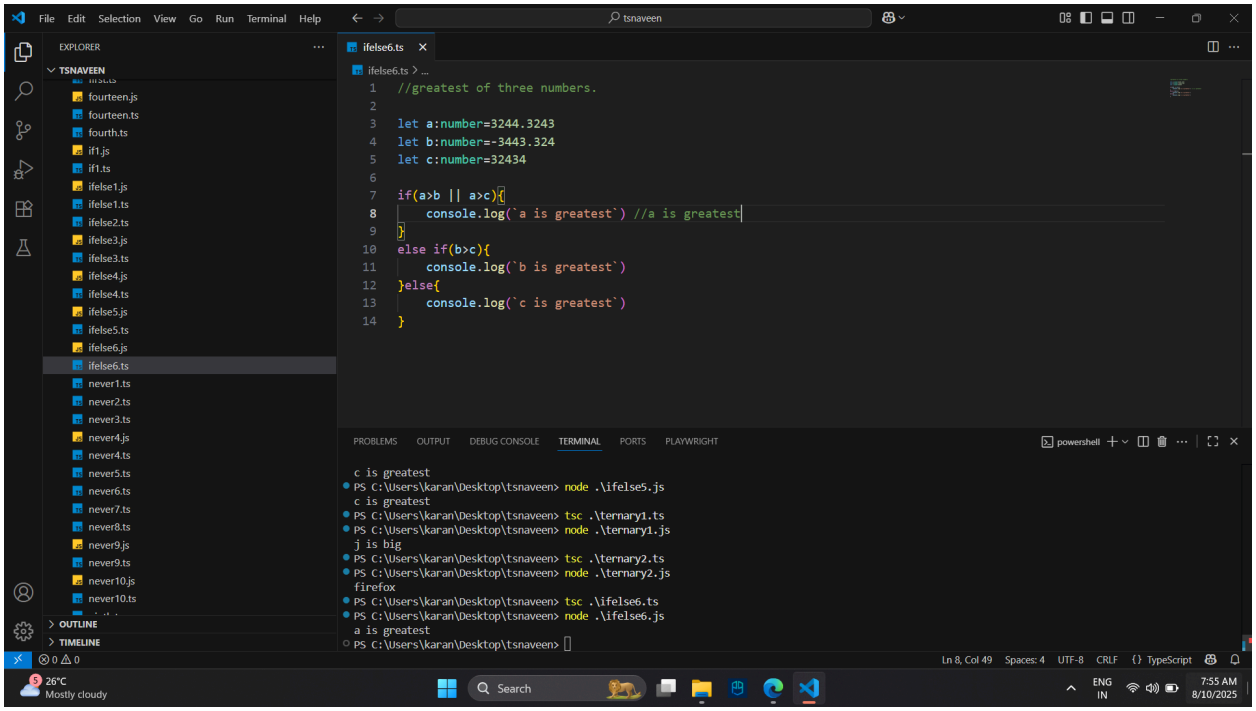
If else if conditions-

Check how and and or (||) will be written in js or ts.

```ts
//if-else if:
let a: number = 100;
let b: number = 200;
let c: number = 300;

if(a>b && a>c){//false && false
    console.log("a is greatest");
}
else if(b>c){
    console.log("b is greatest");
}
else{
    console.log("c is greatest");
}
```



If else with or condition–

```typescript
//greatest of three numbers.

let a:number=3244.3243
let b:number=-3443.324
let c:number=32434

if(a>b || a>c){
    console.log(`a is greatest`) //a is greatest
}
else if(b>c){
    console.log(`b is greatest`)
}else{
    console.log(`c is greatest`)
}
```

Ocd–