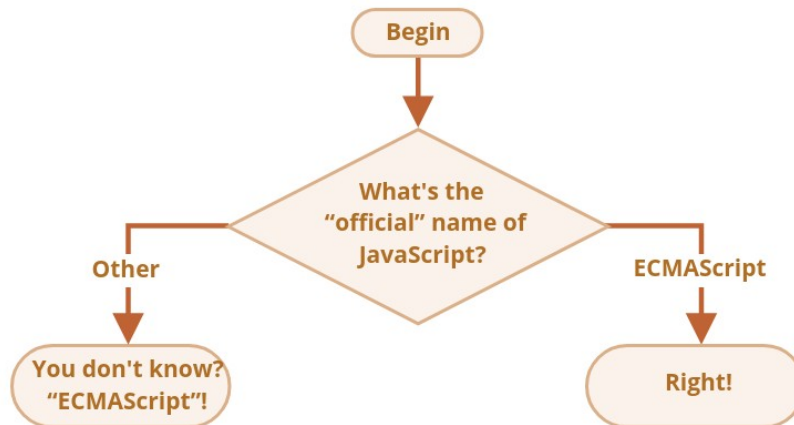


Conditionals

1. Will alert be shown?

```
if ("0") {  
  alert( 'Hello' );  
}
```

2. The name of JavaScript.- Using the `if..else` construct, write the code which asks: ‘What is the “official” name of JavaScript?’



If the visitor enters “ECMAScript”, then output “Right!”, otherwise – output: “You don’t know? ECMAScript!”

3. Show the sign. Using `if..else`, write the code which gets a number via `prompt` and then shows in `alert` :
 - 1, if the value is greater than zero,
 - -1, if less than zero,
 - 0, if equals zero.

In this task we assume that the input is always a number.

6. Rewrite 'if' into '?'

```
let result;  
  
if (a + b < 4) {  
  result = 'Below';  
} else {  
  result = 'Over';  
}
```

7. Rewrite 'if..else' into '?'. For readability, it’s recommended to split the code into multiple lines.

```
let message;  
  
if (login == 'Employee') {  
  message = 'Hello';  
} else if (login == 'Director') {  
  message = 'Greetings';  
} else if (login == '') {  
  message = 'No login';  
} else {  
  message = '';  
}
```

8. Write the code using `if...else` which would correspond to the following `switch`:

```
switch (browser) {  
  case 'Edge':  
    alert( "You've got the Edge!" );  
    break;  
  
  case 'Chrome':  
  case 'Firefox':  
  case 'Safari':  
  case 'Opera':  
    alert( 'Okay we support these browsers too' );  
    break;  
  
  default:  
    alert( 'We hope that this page looks ok!' );  
}
```

9. Rewrite the code below using a single `switch` statement:

```
let a = +prompt('a?', "");  
  
if (a == 0) {  
  alert( 0 );  
}  
if (a == 1) {  
  alert( 1 );  
}  
  
if (a == 2 || a == 3) {  
  alert( '2,3' );  
}
```