



Lesson 5 : if (Expression)

Hello, fellow programmers!

IF you love programming, say **"I LOVE PROGRAMMING!"**

That's right! This lesson talks about the **IF command** and how we can use it in code!

It's as simple as its name. Think of it like the example above, if you didn't like programming, you wouldn't say **"I LOVE PROGRAMMING!"** You wouldn't even be reading this!

Let's create a code like so:

```
#include <stdio.h>
```

```
int main(){
```

```
printf("Do you love programming? Enter a number bigger  
than 4 if yes!");
```

```
int x;
```

```
scanf("%d",&x);
```

```
if(x>4) {
```

```
printf("YAY! YOU LOVE PROGRAMMING!");
```

```
}
```

```
else {
```

```
printf("oh no!");
```

```
}
```

```
}
```



In the first line, we instruct the user on what input this program needs. then, we declare our variable.

After that, we take input from the user and store it.

In the **if** part, you can see it as some sort of **gateway** that only opens when the criteria inside the brackets are met. In this case, if the number entered is bigger than 4, the gate **"opens"** and whatever code inside the braces gets executed.

Otherwise, if the criteria are not met, it moves on to the next line in the code, which in this case is **"else"**

The ELSE Block

Let's say that you want to buy groceries. Your priority is to buy avocados, but if they were out of stock, you'll just buy peaches instead. So, **IF** there are avocados, buy them, **ELSE**, buy peaches.

So **else** in the code above means that if the number entered isn't greater than 4, i.e., criteria isn't met, the code inside the ELSE's braces will be executed.

Now you know your if's and else's!