Conditional (Statementi) Take some deceriar based ou some provious information s tatelement Ely statement = = else if (more than 2) If italement of more than 1 best on decleion of 1 stat depends on set another

If Condition For F = 1 FORF : F/ water (No) Conditional dont douk water (decision) A Conditional should always un either Tone False

1) Thure is a flore in front of your Do you want to nice ahead or get a flore expligibles you d'ed (gave over) you have now come in front of a Road while has 2 paths. Do you want to take teff or fight 2 Jeger knowe meet a parkner Do you would to take your parkner to fluid toleane (ND) & game ones

you have come in a dark room Do you want to light up towah? No you are killed

Treatmis in front of
your the game.