

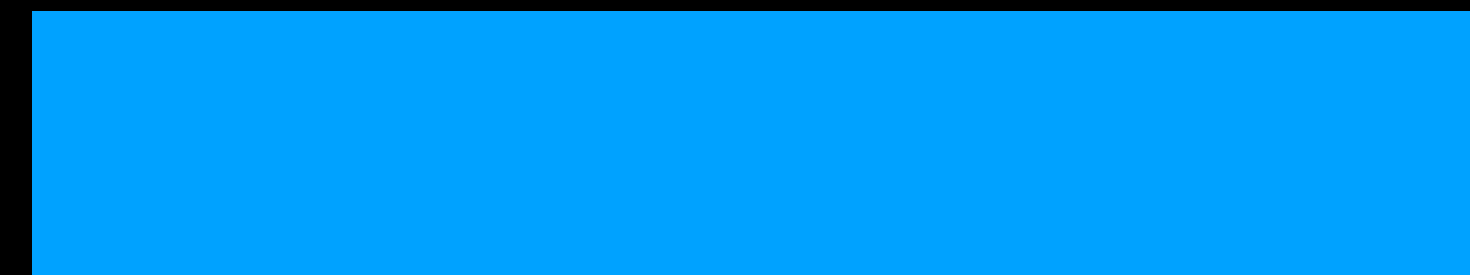
Conditional Statements

```
if condition {  
    // block of code to be  
    // executed only if condition is true  
}  
else {  
    // block of code to be  
    // executed only if condition is false  
}
```

Conditional Statements

```
if condition {  
    // block of code to be  
    // executed only if condition is true  
}  
else if condition {  
    // block of code to be  
    // executed only if 2nd condition is true  
}  
else {  
    // block of code to be  
    // executed only if all conditions are false  
}
```

```
strokeDisable()  
  
if active == true {  
    fillColor(red: 0, green: 1, blue: 0, alpha: 1)  
}  
else {  
    fillColor(gray: 0)  
}  
rect(x: 0, y: 0, width: 800, height: 300)
```



if **condition**



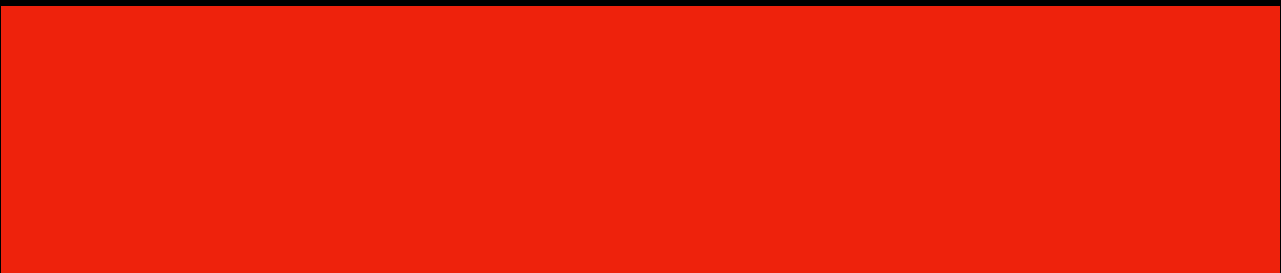
else



source



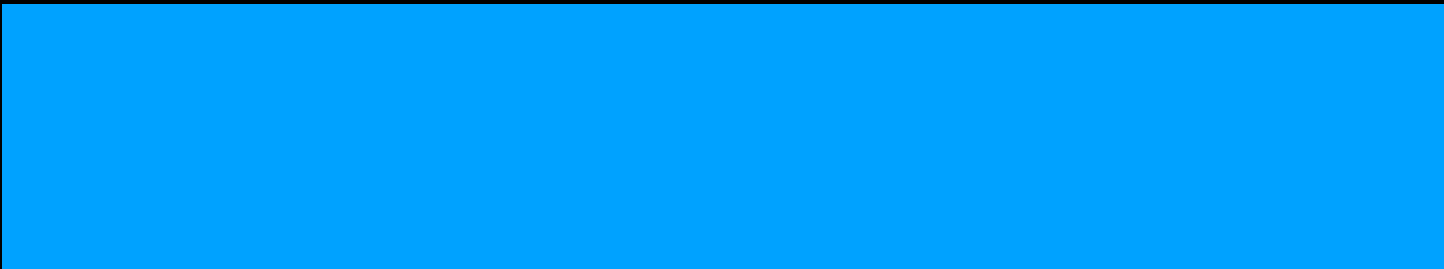
`if condition`



`else`



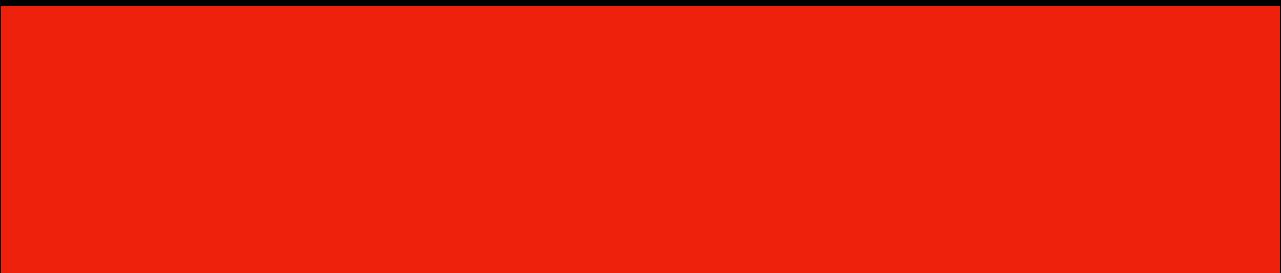
**when the condition is TRUE,
the code that gets executed**



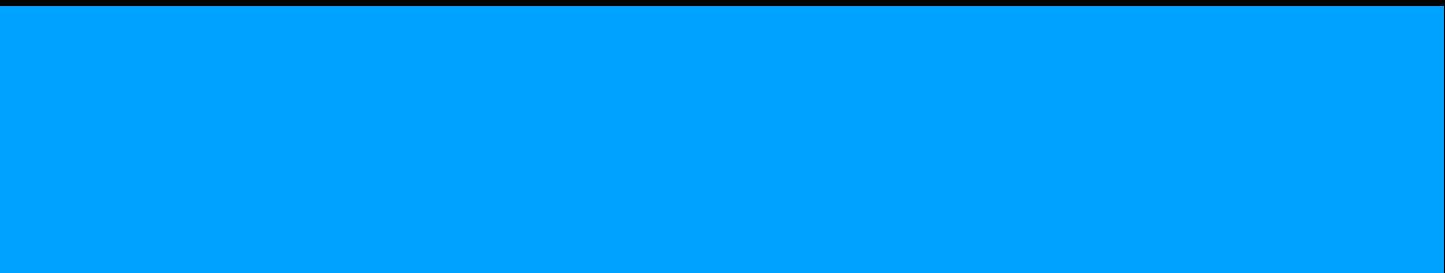
source



`if condition`



`else`



**when the condition is FALSE,
the code that gets executed**



You could visualize a if-else statement as a fork in a path.
There are two routes, but they come back together eventually.

