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# Summary: Conditions and loops

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Summary: Conditions and loops – Swift for Complete Beginners



We've covered a lot about conditions and loops in the previous chapters, so let's recap:


- We use **if** statements to check a condition is true. You can pass in any condition you want, but ultimately it must boil down to a Boolean.
- If you want, you can add an **else** block, and/or multiple **else if** blocks to check other conditions. Swift executes these in order.
- You can combine conditions using **||**, which means that the whole condition is true if either subcondition is true, or **&&**, which means the whole condition is true if both subconditions are true.
- If you're repeating the same kinds of check a lot, you can use a **switch** statement instead. These must always be exhaustive, which might mean adding a default case.
- If one of your **switch** cases uses **fallthrough**, it means Swift will execute the following case afterwards. This is not used commonly.
- The ternary conditional operator lets us check WTF: What, True, False. Although it's a little hard to read at first, you'll see this used a *lot* in SwiftUI.
- **for** loops let us loop over arrays, sets, dictionaries, and ranges. You can assign items to a loop variable and use it inside the loop, or you can use underscore, **\_**, to ignore the loop variable.
- **while** loops let us craft custom loops that will continue running until a condition becomes false.
- We can skip some or all loop items using **continue** or **break** respectively.

That’s another huge chunk of new material, but with conditions and loops you now know enough to build some really useful software – give it a try!

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