CONTROL FLOW…

Aisay saray programs jin mein hm decision making karatay ho aisay decision hm control flow statements ki help say kartay hain. Yani k if else etc.

/\*

if else, else if

if (true) {

  console.log("ifff");

} else {

  console.log("elsee..");

}

\*/

if (true) {

  console.log("ifff");

} else {

  console.log("elsee..");

}

// if we have more than one condition

// else if conditions...

if (loggedIn && Admin) {

  console.log("logged in and also Admin");

} else if (loggedIn) {

  console.log("Only loggedin");

} else {

  console.log("none...");

}

// Switch Case :

switch (valll) {

  case 1:

    break;

  case 1:

    break;

  case 3:

    console.log("case 3");

    break;

  default:

    console.log("default...");

    break;

}

//  Early Return Pattern...

// this is what called a early return statement.

// k hm nay if else ka block nai banaya uss aik line mein

// hi solve kar diyaa. tu iss ko kahtay hain early return

function getVal(valu) {

  if (valu < 30) return "<30";

  else if (valu < 50) return "<50";

  else if (valu < 75) return "<75";

  else return "<100";

}

getVal(76);

//  practice question...

function getGrade(score) {

  if (score >= 90 && score <= 100) return "A+";

  if (score >= 80 && score <= 89) return "B";

  if (score >= 70 && score <= 79) return "C";

  if (score >= 60 && score <= 69) return "D";

  if (score >= 0 && score <= 59) return "Fail";

  return "Invalid Marks"; // agar koii b statement nahi chaliii.. tu ye wala last wla

  // chalega...

}

getGrade(85);

// function rockPaperScissor(user, computer) {

//   if (user === "rock" && computer === "scissor") return "user won";

//   if (user === "scissor" && computer === "rock") return "computer won";

//   if (user === "paper" && computer === "rock") return "user won";

//   // and add another conditions also.

// hm iss ko orr b short kar sktay hain... like given below...

// }

function rockPaperScissor(user, computer) {

  if (user === computer) return "Draw"; // agar dono value same hon tu draw hoga.

  if (user === "rock" && computer === "scissor") return "user";

  if (user === "scissor" && computer === "paper") return "user";

  if (user === "paper" && computer === "rock") return "user";

  return "computer";

}

rockPaperScissor("rock", "rock");