

# Decisions and more decisions

But there's more: we can even set up a whole series of conditions, by using the `elif` keyword. Admittedly, `elif` is a strange keyword, but it's just a contraction of "else if," so don't let it throw you. Let's see how `elif` works:



Start with your first condition, using an `if` keyword

```
if number_of_scoops == 0:  
    print("You didn't want any ice cream.")  
    print('We have lots of flavors.')
```

Follow that with an `elif` keyword and a second condition

```
elif number_of_scoops == 1:  
    print('A single scoop for you, coming up.')
```

And then add any number of other `elif`s with their own conditions

```
elif number_of_scoops == 2:  
    print('Oh, two scoops for you!')
```

Remember, for each `if`, `elif`, and `else`, we can supply as many statements to execute as we like.

```
elif number_of_scoops >= 3:  
    print("Wow, that's a lot of scoops!")
```

```
else:  
    print("I'm sorry I can't give you negative scoops.")
```

And finally, you can supply a final `else`, which acts as a catch-all if all previous conditions fail.

Note that only the code of the first `True` condition will be executed, or if no conditions are `True`, the `else`'s code will be executed.

## Sharpen your pencil

Below you'll find several potential values for the `number_of_scoops` variable. Using each value, write down what the output of the code above would be with `number_of_scoops` set to the indicated value. We did the first one for you.

When `number_of_scoops` has this value, the output is—

`number_of_scoops = 0`

You didn't want any ice cream?  
We have lots of flavors.

`number_of_scoops = 4`

Wow, that's a lot of scoops!

`number_of_scoops = 1`

A single scoop for you, coming up.

`number_of_scoops = 3`

Wow, that's a lot of scoops!

`number_of_scoops = 2`

Oh, two scoops for you!

`number_of_scoops = -1`

I'm sorry I can't give you negative scoops.

## Sharpen your pencil

Take a moment and READ the code above out loud to yourself in English (or your chosen language). After you've gotten comfortable speaking the code, jot down the words you use.