Black & White Series

Conditional

JavaScript for C or Java Programmers

if structure

- <condition>
 - parenthesis are mandatory
- <block>
 - only one instruction
 - more than one instruction
 - delimited by braces { }

Example 1

```
const x = Math.random()
console.log(x)
if (x < 0.5)
  console.log('heads')
else
  console.log('tails')</pre>
```

Console:

```
coin: 0.8337865947265267
tails
```

Example 2

```
const coin1 = Math.random(),
    coin2 = Math.random()
console.log('coin 1: ' + coin1)
console.log('coin 2: ' + coin2)
if (coin1 < 0.5 && coin2 < 0.5) {
    console.log('heads and heads')
    console.log('you win')
}</pre>
```

Console:

```
coin 1: 0.08818858388745576
coin 2: 0.482715182514171
heads and heads
you win
```

switch structure

- Jumps to the "case" whose <constant> is equal to the value of <expression>
- Otherwise jump to default

Example

```
const day = Math.trunc(Math.random() * 7) + 1
let wd = ''
switch (day) {
  case 1: wd = 'Sunday'; break;
  case 2: wd = 'Monday'; break;
  case 3: wd = 'Tuesday'; break;
  case 4: wd = 'Wednesday'; break;
  case 5: wd = 'Thursday'; break;
  case 6: wd = 'Friday'; break;
  case 7: wd = 'Saturday'; break;
  default: wd = 'Invalid day'
console.log('weekday: ' + day + ' - ' + wd)
```

```
Weekday: 5 - Thursday
```

Inline Conditional

```
<condition> ? <value_true> : <value_false>
```

- Evaluates <condition>:
 - o if true, returns <value_true>
 - o if false, returns <value_false>

```
const coin = (Math.random() < 0.5) ? 'heads' : 'tails'
console.log('coin: ' + coin)</pre>
```

coin: tails

References

- Mozilla MDN https://developer.mozilla.org
- Eloquent JavaScript https://eloquentjavascript.net/

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Web2Learn

santanche.github.io/web2learn/