**IF**

<!DOCTYPE html>

<html>

<body>

<h2>JavaScript if</h2>

<p>Display "Good day!" if the hour is less than 18:00:</p>

<p id="demo">Good Evening!</p>

<script>

if (new Date().getHours() < 18) {

document.getElementById("demo").innerHTML = "Good day!";

}

</script>

</body>

</html>

**IF ELSE**

<!DOCTYPE html>

<html>

<body>

<h2>JavaScript if .. else</h2>

<p>A time-based greeting:</p>

<p id="demo"></p>

<script>

const hour = new Date().getHours();

let greeting;

if (hour < 18) {

greeting = "Good day";

} else {

greeting = "Good evening";

}

document.getElementById("demo").innerHTML = greeting;

</script>

</body>

</html>

**IF ELSE IF**

<!DOCTYPE html>

<html>

<body>

<h2>JavaScript if .. else</h2>

<p>A time-based greeting:</p>

<p id="demo"></p>

<script>

const time = new Date().getHours();

let greeting;

if (time < 10) {

greeting = "Good morning";

} else if (time < 20) {

greeting = "Good day";

} else {

greeting = "Good evening";

}

document.getElementById("demo").innerHTML = greeting;

</script>

</body>

</html>

**SWITCH**

<!DOCTYPE html>

<html>

<body>

<p>Write Banana, Orange or Apple in the input field and click the button.</p>

<p>The switch statement will execute a block of code based on your input.</p>

<input id="myInput" type="text">

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script>

function myFunction() {

var text;

var fruits = document.getElementById("myInput").value;

switch(fruits) {

case "Banana":

text = "Banana is good!";

break;

case "Orange":

text = "I am not a fan of orange.";

break;

case "Apple":

text = "How you like them apples?";

break;

default:

text = "I have never heard of that fruit...";

}

document.getElementById("demo").innerHTML = text;

}

</script>

</body>

</html>

**DO WHILE**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript Statements</h1>

<h2>The do..while Loop</h2>

<p id="demo"></p>

<script>

let text = "";

let i = 0;

do {

text += i + "<br>";

i++;

}

while (i < 5);

document.getElementById("demo").innerHTML = text;

</script>

</body>

</html>

**BREAK**

<!DOCTYPE html>

<html>

<body>

<h2>JavaScript Loops</h2>

<p>A loop with a <b>break</b> statement.</p>

<p id="demo"></p>

<script>

let text = "";

for (let i = 0; i < 10; i++) {

if (i === 3) { break; }

text += "The number is " + i + "<br>";

}

document.getElementById("demo").innerHTML = text;

</script>

</body>

</html>

## LINE BREAKS

<!DOCTYPE html>

<html>

<body>

<h2>JavaScript</h2>

<p>Line-breaks in a popup box.</p>

<button onclick="alert('Hello\nHow are you?')">Try it</button>

</body>

</html>

**CONTINUE**

<!DOCTYPE html>

<html>

<body>

<h2>JavaScript Loops</h2>

<p>A loop with a <b>continue</b> statement.</p>

<p>A loop which will skip the step where i = 3.</p>

<p id="demo"></p>

<script>

let text = "";

for (let i = 0; i < 10; i++) {

if (i === 3) { continue; }

text += "The number is " + i + "<br>";

}

document.getElementById("demo").innerHTML = text;

</script>

</body>

</html>