

Swift Conditional Statements

If Statement

The **if** statement is used to execute a set of statements if a condition is true.

```
let temperature = 75

if temperature > 70 {
    print("It's warm outside.")
}
```

If-Else Statement

The **if-else** statement allows for an alternative set of statements if the condition is false.

```
let temperature = 75

if temperature > 70 {
    print("It's warm outside.")
} else {
    print("It's cold outside.")
}
```

Else-If Ladder

You can chain multiple conditions using **else if**.

```
let temperature = 75

if temperature > 90 {
    print("It's very hot outside.")
} else if temperature > 70 {
    print("It's warm outside.")
} else {
    print("It's cold outside.")
}
```

Switch Statement

The **switch** statement evaluates a value against multiple possible matching patterns. It's more powerful than the **switch** statements in many other languages.

```
let weather = "sunny"

switch weather {
case "rainy":
    print("Take an umbrella.")
case "sunny":
    print("Wear sunglasses.")
case "cloudy":
    print("It might rain later.")
default:
    print("Unexpected weather condition.")
}
```

Guard Statement

The **guard** statement is used to transfer program control out of a scope if one or more conditions are not met. It's often used for early exit in functions.

```
func checkTemperature(_ temperature: Int) {
    guard temperature > 0 else {
        print("Temperature cannot be below zero.")
        return
    }
    print("Temperature is acceptable.")
}
```

```
checkTemperature(-10) // Temperature cannot be below zero.
checkTemperature(20)  // Temperature is acceptable.
```