if...else

...

TypeScript

```
let a;

if (x) {
  a = "good";
} else {
  a = "bad";
}
```

Rust

```
let a = if x {
    "good"
} else {
    "bad"
};
```

Match
Not for Typescript. But I love this.

Rust

```rust
let res = match x {
    true => "good",
    false => "bad",
};
```