

# Conditional Statements

## Types

- if - to specify a block of code to be executed, if a specified condition is true
- else - to specify a block of code to be executed, if the same condition is false
- else - if to specify a new condition to test, if the first condition is false
- switch - to specify many alternative blocks of code to be executed

### if

```
if(Condition) {  
    //do something  
}
```

### else

```
if(Condition) {  
    //do something if TRUE  
} else {  
    //do something if FALSE  
}
```

### else if

```
if(Condition 1) {  
    //do something if TRUE  
} else if (Condition 2) {  
    //do something if 1st is FALSE & 2nd is TRUE  
}
```

## Switch

```
switch(number) {  
    case C1: //do something  
        break;  
    case C2 : //do something  
        break;  
    default : //do something  
}
```