

JavaScript for kids note -4

Saturday, November 19, 2016 11:10 PM

Conditionals

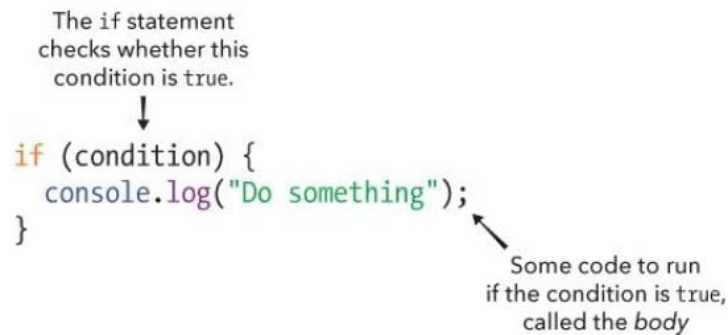
1. Conditionals

a. **if** statements

- See the if example:

```
var name='Tim';  
if(name.length<4){  
    Console.log("ok, you have a short name!");  
}  
name="Nicholas";  
if(name.length<7){  
    Console.log("well, you have a REALLY long name1");  
}
```

- The general structure of an if statement



b. **if ... else** Statements

- If else example

```
name="Nicholas";  
if(name.length<7){  
    console.log("well, you have a REALLY long name1");  
}else  
{  
    console.log("Your name isn't very long.");  
}
```

- If else structure

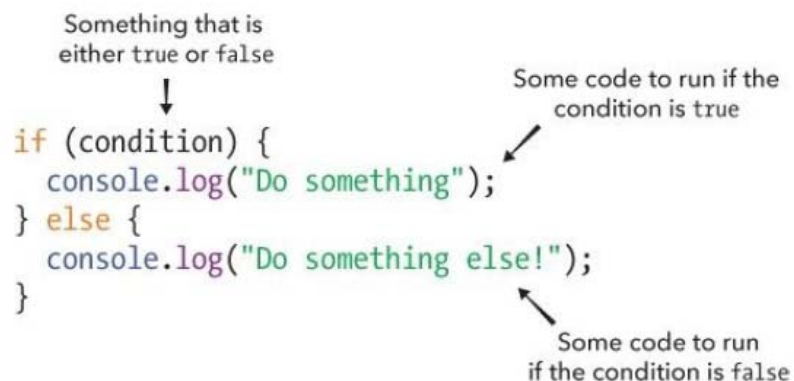
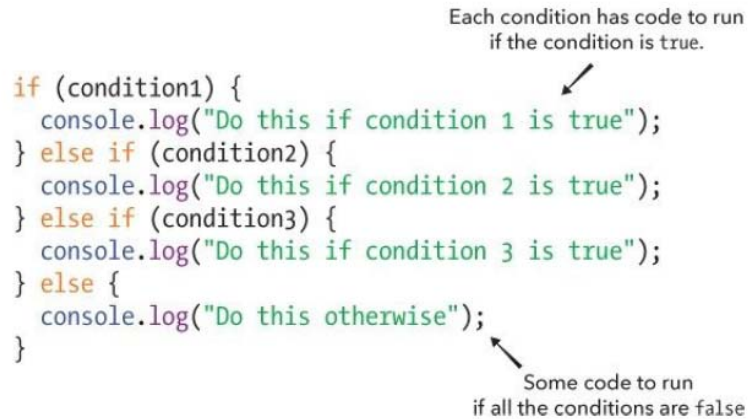


Figure 6-2. The general structure of an if...else statement

c. Chain of if else

- Example of chain if else


```
var beefWithBlackBean = true;
var sweetAndSourPork = true;
if (lemonChicken) {
  console.log("Great! I'm having lemon chicken!");
} else if (beefWithBlackBean) {
  console.log("I'm having the beef.");
} else if (sweetAndSourPork) {
  console.log("OK, I'll have the pork.");
} else {
  console.log("Well, I guess I'll have rice then.");
}
```
- If else chain structure



```
if (condition1) {
  console.log("Do this if condition 1 is true");
} else if (condition2) {
  console.log("Do this if condition 2 is true");
} else if (condition3) {
  console.log("Do this if condition 3 is true");
} else {
  console.log("Do this otherwise");
}
```

Each condition has code to run if the condition is true.

Some code to run if all the conditions are false

d. Switch

- Example of Switch


```
var orderType= 'business';
var shipMethod;
switch (orderType) {
  case 'business':
    shipMethod= 'FedEx'; //be skipped
    break;
  case 'personal':
    shipMethod= 'UPS Ground';
    break;
  default:
    shipMethod= 'USPS';
}
console.log(shipMethod);
```
- Switch did the similar thing as if..else.

Programming Challenges

Try out these challenges to practice working with conditionals and loops.

#1: AWESOME ANIMALS

Write a for loop that modifies an array of animals, making them awesome! For example, if your starting array is . . .

```
var animals = ["Cat", "Fish", "Lemur", "Komodo Dragon"];
```

then after you run your loop, it should look like this:

```
["Awesome Cat", "Awesome Fish", "Awesome Lemur", "Awesome Komodo Dragon"]
```

Hint: You'll need to reassign values to the array at each index. This just means assigning a new

value at

an existing position in the array. For example, to make the first animal awesome, you could say:

```
animals[0] = "Awesome " + animals[0];
```