if / else:

if (x == 1) {

<? Some code ?

} else if (x == 2) {

<? Some code ?>

} else {

<? Some code ?>

}

loops:

loop (1) {

<? Some code ?>

}

cycle (1) {

<? Some code ?>

}

for (dec d, d < 5, d++) {

<? Some code ?>

}

for\_each (any iter, itertable\_whatever) {

<? Some code ?>

}

switch:

A switch case must be either a numeric type (dec, hex, bin, enum) or a compile-time constant. Or both.

switch (any var) {

case : default {

break

}

case : (211) {

break

}

case : (“Compile-time constant”) {

break

}

}