

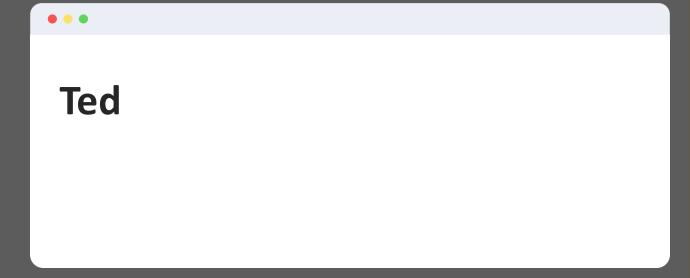


Assign & Capture



Assign

```
1 {% assign name = 'Ted' %}
2
3 {{ name }}
```





Capture

```
1 {% assign name = 'Ted' %}
2 {% assign greeting = 'Hello, ' | Append:name | Append:'! How are you today?' %}
3
4 {{ greeting }}
```

• • •

Hello, Ted! How are you today?



Capture

```
1  {% assign name = 'Ted' %}
2  {% capture greeting %}Hello, {{ name }}! How are you today?{% endcapture %}
3
4  {{ greeting }}
```

• • •

Hello, Ted! How are you today?



Transform with Assigns

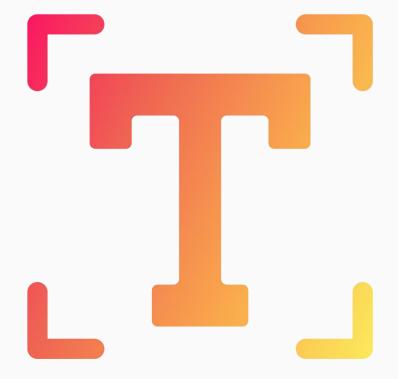
```
1 {% assign name = 'ted' %}
2 {% assign name = name | Capitalize | Append:' Decker' %}
3
4 {{ name }}
```

• • •

Ted Decker



If Conditional Tags





If Tag

```
1 {% if condition %} do something {% endif %}
```



If Tag

```
1 {% if CurrentPerson.Gender = 'Female' %}
2 You're invited to the Grove at Rock Solid Church
3 {% endif %}
```

• • •

You're invited to the Grove at Rock Solid Church



If Conditions

In Lava you can **compare** using the following:

- == equal to
- != not equal to
- > greater than
- < less than
- >= greater than or equal
- <= less than or equal

contains includes the text if used on a string, or element if used on an array



If Conditions

In Lava you can **link** using the following:

and must be this and that

or this or that



Else Tag

```
1  {% if CurrentPerson.Gender = 'Female' %}
2   You're invited to the Grove at Rock Solid Church
3  {% else %}
4   The women in your life are invited to the Grove at Rock Solid Church
5  {% endif %}
```



Elseif Tag



Unless Tag

```
1 {% unless CurrentPerson.NickName == 'Ted' %}
2 Wait! You're not Ted!
3 {% endunless %}
```

Note:



The Unless tag supports an {% else %} tag. But if you need that, you should use {% if %} instead.

• • •

Wait! You're not Ted!



With the case tag you can compare one specific variable:

```
1 {% case variable %}
2 {% when first_value %}
3 first_expression
4 {% when second_value %}
5 second_expression
6 {% else %}
7 third_expression
8 {% endcase %}
```



Old (if tag)

```
1  {% if CurrentPerson.Gender = 'Female' %}
2   ...
3  {% elseif CurrentPerson.Gender = 'Male' %}
4   ...
5  {% else %}
6   ...
7  {% endif %}
```

New (case tag)



The case can only compare one variable.

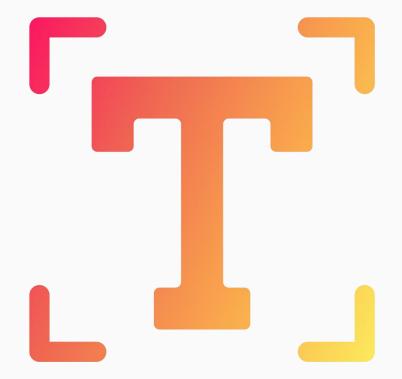


When conditions can be combined with an **or**:





Building Logic



```
1  {% if CurrentPerson.MaritalStatusValueId %}
2  143 = Married
3  144 = Single
4  708 = Divorced
```

```
1  {% if CurrentPerson.MaritalStatusValueId == 143 %}
2  You're invited to the Grove, a place to grow your marriage.
3  {% else %}
4  You're invited to the Grove at Rock Solid Church, a place to grow 5 {% endif %}
```



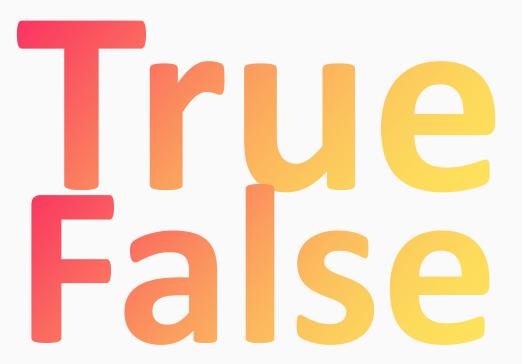
```
1  {% if CurrentPerson.MaritalStatusValueId == 143 %}
2  You're invited to the Grove, a place to grow your marriage.
3  {% else %}
4  You're invited to the Grove at Rock Solid Church, a place to grow 5  {% endif %}
```



```
{% case CurrentPerson.Gender %}
        {% when 'Female' %}
            {% if CurrentPerson.MaritalStatusValueId == 143 %}
              You're invited to the Grove, a place to grow your marriage.
            {% else %}
              You're invited to the Grove at Rock Solid Church, a place to grow
            {% endif %}
        {% when 'Male' %}
        {% else %}
10
11
    {% endcase %}
12
```



Booleans





```
1  {% assign isAdmin = CurrentPerson | IsInSecurityRole:1 %}
2  {% if isAdmin == true %}
3   You're an admin!
4  {% else %}
5   You're not an admin.
6  {% endif %}
```



```
1 {% assign attendingEvent = CurrentPerson | Attribute: 'AttendingPotluck', 'RawValue' %}
2 {% if attendingEvent == true %}
3 We are excited to see you at the potluck!
4 {% elseif attendingEvent == false %}
5 Sorry we won't see you at the potluck.
6 {% else %}
7 Click here to RSVP for the potluck.
8 {% endif %}
```



Booleans aren't limited to "True" and "False"?

Don't forget about blank- which usually means "No answer [yet]".





How conditionals actually work

If the condition resolves to true, the condition runs

Otherwise, the logic continues (if possible)



How conditionals actually work

```
1 {% if 1 == 2 %}
2    Math is broken
3 {% else %}
4    One does not equal 2
5 {% endif %}
```

This is not true

So the "if" doesn't run



```
1 {{ 1 == 1 }}
2 {{ 1 == 2 }}
```

• • •

true false

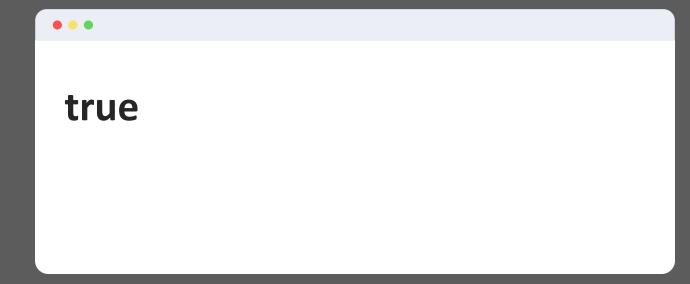


```
1 {% if true %}
2 Yep, it's true!
3 {% else %}
4 No, it's false
5 {% endif %}
```

```
Yep, it's true!
```



```
1 {% assign isAdmin = CurrentPerson | IsInSecurityRole:1 %}
2 {{ isAdmin }}
```





```
1 {% assign isAdmin = CurrentPerson | IsInSecurityRole:1 %}
2 {% if isAdmin %}
3 You're an admin!
4 {% else %}
5 You're not an admin.
6 {% endif %}
```