



A Little Review:

What is the Value of wicked, dude?

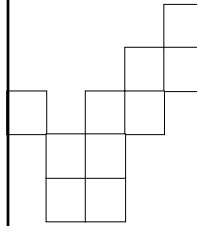
- Write your answers on a piece of scratch paper

```
var wicked, dude;
dude = 5;
wicked = 2;
dude = wicked * 5;      [ * means multiply ]
dude = dude + 3;
wicked = dude + 1;
```

- Questions:

- What values do *dude* and *wicked* contain at the end of this code?

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When A Decision Must Be Made:

Conditionals

Computers can be programmed to make decisions – that is, to choose one path to follow from many alternatives. This concept is known as branching. Conditionals are the programming tool used to implement it.

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The Reason to Have Conditionals:

- CONCEPT:** computer programs execute all statements in the program in order unless the program is instructed to only execute certain statements under certain conditions

- For example:

```
□ if (some expression is true) {
    [do this part of the program]
}
```

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Operators:

- CONCEPT:** Operators are used to *combine* expressions (logical operators) or to *compare* expressions (comparison operators)
 - They are used in combination with values, or variables that contain values – both called operands when using operators - to complete the expression formulae
- Most programming languages have more operators than a pocket calculator
- A very useful logical operator is concatenate, also the + symbol in JavaScript, which connects two strings or variables holding strings together:
 - plural = "dog" + "s"
 - classname = "FIT" + 100 //only one value has to be a string

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Operators

- **CONCEPT:** Comparison operators are often used in conditional statements to create expressions that evaluate to either “true” or “false”
- The comparison operators JavaScript are:
 - a < b True if a is less than b
 - a > b True if a is greater than b
 - a <= b True if a is less than or equal to b
 - a >= b True if a is greater than or equal to b
 - a == b True if a is equal to b
 - a != b True if a is not equal to b

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Operators

- **CONCEPT:** Logical operators are often used in conditional statements to combine multiple comparison operators together that evaluate to either “true” or “false”
- The logical operators JavaScript are:
 - && Boolean AND
 - || Boolean OR
 - ! Boolean NOT
- Example of both logical and comparison operators:
 - a < b && c < d
 - // True if a is less than b AND c is less than d

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Basic Conditional

- Use conditionals to test to see if a condition holds:
 - if (temp < 32) {
state = “frozen”;
form = “ice”;
}
- General form of basic conditional:
if (<T / F expression>) {
 <code statements>;
}
- What this means:
 - First, the <T / F expression> is evaluated
 - If the outcome is true, then the statements that follow inside the curly brackets are performed
 - If the outcome is false, then the statements that follow the curly brackets are skipped

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General Conditional Statement

- **CONCEPT:** When one set of statements must be performed for the true conditions and a different set of statements are needed for the false conditions, use the Else statement
 - General form
- ```
if (<T / F expression>) {
 <code statements>;
}
else {
 <code statements>;
}
```
- ```
if (sky == “clear” && temp >70) {  
  clothing = “tank top”;  
}  
else {  
  clothing = “sweats”;  
}
```

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“Nested” if-else

- **CONCEPT:** An advantage of the general conditional is that it can be imbedded within another conditional

```
if (sky == "clear" && temp > 70) {  
    clothing = "tank top";  
    if (laundry == "clean") {  
        clothingColor = "purple";  
    }  
}  
else {  
    clothing = "sweats";  
    if (ground == "muddy") {  
        shoes = "boots";  
    }  
}
```

Exercise #1

- What does this print?

```
var x;  
x=10;  
if (x==1) {  
    document.write("Wassup!");  
}  
else {  
    document.write("Mariners");  
}  
document.write("The End");
```

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Conditionals

- Used when a decision must be made between one or more possibilities (conditions)
- Basic conditional
 - if (<T/F Statement> { // tests for one condition: true
 <code statements>;
}
- General conditional
 - if (<T/F Statement> { // tests for one condition, allows 2
 <code statements>; // outcomes. One for True,
}
else { // the other for False (or otherwise)
 <code statements>;
}

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Conditionals

- Multiple conditions to check....
 - if (<T/F Statement> {
 <code statements>; // tests for multiple conditions
}

else if (<T/F Statement> {
 <code statements>;
}

else if (<T/F Statement> {
 <code statements>;
}
....
else { // if none of previous are true, do
 <code statements>; // otherwise
}

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What writes to the screen?

```
var number = 4;
if (number > 0) {
    document.write("Number is a positive integer");
}
else if (number < 0) {
    document.write("Number is a negative integer");
}
else {
    document.write("Number is 0");
}
```

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But, what if....?

- What does this print?

```
var x ;
x=10;
if (x > 1) {
    document.write("Wassup!");
}
else if (x > 2) {
    document.write( "Dude");
}
else {
    document.write( "Mariners");
}
document.write("The End");
```

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Let's Move From Theory to Practice!

- We want to write a program that takes an integer as input and outputs whether or not the result is a positive number or negative number
 - How should we get the user's input?
 - How do we tell if the input is positive or negative?
 - How should we output the "positive" or "negative" evaluation to the user?
 - Be Creative!
 - How do we get started?

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