

Conditionals

Conditional statements provide a way to designate instructions that are carried out only under certain circumstances or to provide alternative sets of instructions for different conditions.

==> **if**

The if statement checks a value or expression in its parentheses. If the value is true, the lines of code in curly braces are carried out; otherwise, they are ignored. For example:

```
if (age < 20)
{
// show special teenager-targeted content
}
```

==> **else**

The if statement's companion, the else statement, lets you designate alternative instructions to be performed if the condition is not true:

```
if (username == "admin")
{
// do some administrator-only things, like showing extra options
}
else
{
// do some non-administrator things
}
```

==> **if..else if**

You can test for more than one condition using the if..else if conditional statement. For example, the following code not only tests whether the value of x exceeds 20, but also tests whether the value of x is negative:

```
if (x > 20)
{
trace("x is > 20");
}
else if (x < 0)
{
trace("x is negative");
}
```

==> switch

The switch statement is useful if you have several execution paths that depend on the same condition expression. It provides functionality similar to a long series of if..else if statements, but is somewhat easier to read. Instead of testing a condition for a Boolean value, the switch statement evaluates an expression and uses the result to determine which block of code to execute. Blocks of code begin with a case statement and end with a break statement. For example, the following switch statement prints the day of the week, based on the day number returned by the Date.getDay() method:

```
var someDate:Date = new Date();  
var dayNum:uint = someDate.getDay();  
switch(dayNum)  
{  
case 0:  
trace("Sunday");  
break;  
  
case 1:  
trace("Monday");  
break;  
  
case 2:  
trace("Tuesday");  
break;  
  
case 3:  
trace("Wednesday");  
break;  
  
case 4:  
trace("Thursday");  
break;  
  
case 5:  
trace("Friday");  
break;  
  
case 6:  
trace("Saturday");  
break;  
  
default:  
trace("Out of range");  
break;  
}
```