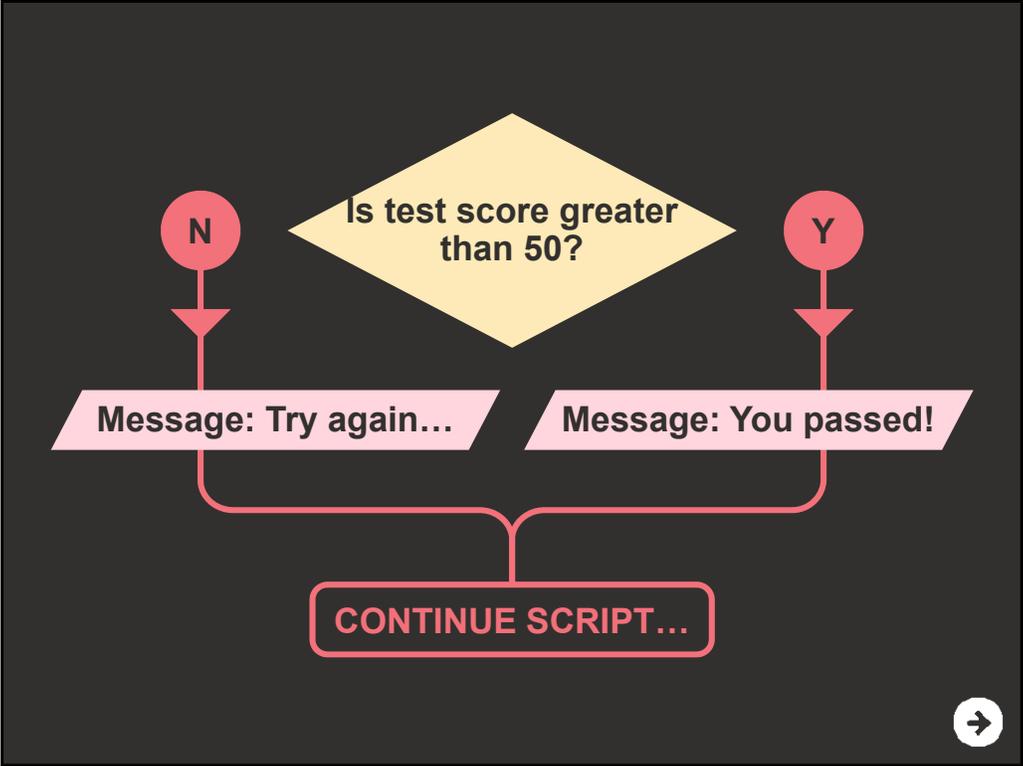


MAKING DECISIONS



```
if (score > 50) {  
    document.write('You passed!');  
} else {  
    document.write('Try again...');  
}
```





COMPARISON OPERATORS

	
IS EQUAL TO	IS NOT EQUAL TO
	
STRICT EQUAL TO	STRICT NOT EQUAL TO



	
GREATER THAN	LESS THAN
	
GREATER THAN OR EQUAL TO	LESS THAN OR EQUAL TO



LOGICAL OPERATORS



```
if (score > 75)&&(score < 95) {  
    document.write('Very good!');  
}
```



A dark grey rectangular slide with three columns of content. The first column features two ampersand symbols (&&) in a light grey font, with the text "LOGICAL AND" centered below them. The second column features two vertical bars (||) in a light grey font, with the text "LOGICAL OR" centered below them. The third column features a red exclamation mark (!) in a light grey font, with the text "LOGICAL NOT" centered below it. In the bottom right corner, there is a small white circle containing a black right-pointing arrow.

A solid red rectangular slide with the text "SWITCH STATEMENTS" centered in a white, sans-serif font. In the bottom right corner, there is a small white circle containing a black right-pointing arrow.

```
switch (level) {  
  case 'One':  
    title = 'Level 1';  
    break;  
  case 'Two':  
    title = 'Level 2';  
    break;  
  case 'Three':  
    title = 'Level 3';  
    break;  
  default:  
    title = 'Test';  
    break;  
}
```



LOOPS



```
for (var i=0; i<3; i++) {  
    document.write(i);  
}
```



KEYWORD

```
┌  
└─ for (var i=0; i<3; i++) {  
    document.write(i);  
}
```



CONDITION (COUNTER)

```
for (var i=0; i<3; i++) {  
    document.write(i);  
}
```



The variable `i` is declared and set a value of 0

INITIALIZATION

```
for (var i=0; i<3; i++) {  
    document.write(i);  
}
```



Every time the loop is run, the condition is checked to see if `i` is less than 3

```
                CONDITION  
                ┌───┴───┐  
for (var i=0; i<3; i++) {  
    document.write(i);  
}
```



If `i` is less than 3, the code block is run

```
for (var i=0; i<3; i++) {  
    document.write(i);  
}
```



The variable `i` can be used inside the loop
(here it is used to write its value to the page)

```
for (var i=0; i<3; i++) {  
    document.write(i);  
}
```



When the code inside the curly braces has been
executed, the variable `i` is incremented by 1

```
for (var i=0; i<3; UPDATE i++) {  
    document.write(i);  
}
```



ANATOMY OF A LOOP

