If-statements

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Your Code Often Wants to Test Something and Make a Decision Based On It

```c
if( condition )
{
    do this;
    do that;
}
```

These Operators Make up the Possible Conditions:

- `<`  Is less than
- `<=`  Is less than or equal to
- `>`  Is greater than
- `>=`  Is greater than or equal to
- `==`  Is equal to
- `!=`  Is not equal to
- `&&`  And
- `||`  Or
Example #1

```cpp
int x = 100;
fill( 0, 255, 0 );
for( int y = 0; y < 800; y = y + 100 )
{
    if( y >= 200 )
    {
        fill( 255, 0, 0 );
    }
    rect( x, y, 200, 100 );
}
```
Example #2

```c
fill( 0, 255, 0 );

for( int y = 0; y < 800; y = y + 100 )
{
    int x = y / 5;
    if( x < 100 && y >= 200 )
    {
        fill( 255, 0, 0 );
    }
    rect( x, y, 200, 100 );
}
```
Your Code Often Wants to Test Something and Make a Decision Based On It or the Opposite Condition

```cpp
if( condition )
{
    do this;
}
else
{
    do that;
}
```
Your Code Often Wants to Test Something and Make a Decision Based On It or on Other Conditions

```java
if( condition )
{
    do this;
}
else if( another_condition )
{
    do it;
}
else
{
    do that;
}
```
Your Code Often Wants to Test Something and Make a Decision Based On It or Lots of Alternatives

```cpp
if( key == 'r' )
{
    fill( 255, 50, 50 );
}
else if( key == 'g' )
{
    fill( 50, 255, 50 );
}
else if( key == 'b' )
{
    fill( 50, 50, 255 );
}
else
{
    fill( 100, 100, 100 );
}
```
Your Code Often Wants to Test Something and Make a Decision Based On It or Lots of Alternatives -- a Better Way

```
switch( key )
{
    case 'r':
        fill( 255, 50, 50 );
        break;

    case 'g':
        fill( 50, 255, 50 );
        break;

    case 'b':
        fill( 50, 50, 255 );
        break;

    default:
        fill( 100, 100, 100 );
}
```
Some of Processing’s Variables Already Have the Condition Built-In

```java
void draw()
{
  stroke( 0, 0, 0 );
  fill( 255, 50, 50 );
  if( mousePressed )
  {
    rect( mouseX, mouseY, 50, 20 );
  }
}
```

*mousePressed* is a built-in variable that is always telling you if a mouse button is currently pressed.

*mouseX* and *mouseY* are built-in variables that are always telling you where the mouse cursor is.