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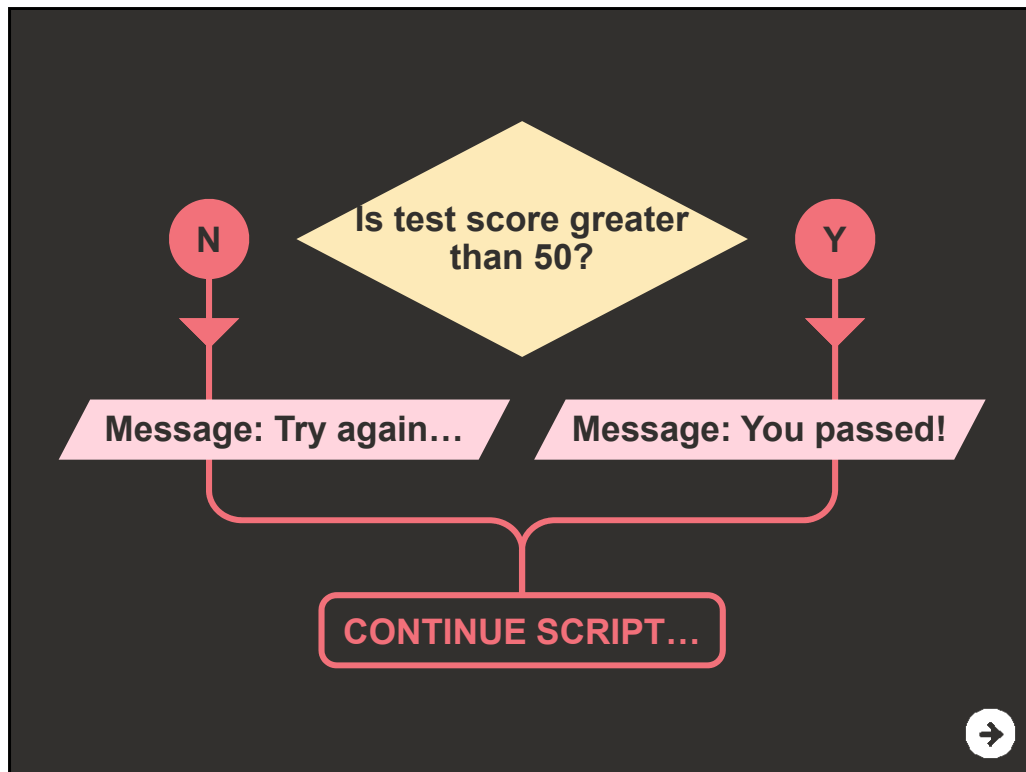
```
if (score > 50) {
  document.write('You passed!');
} else {
  document.write('Try again…');
}
```

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!');
}
```

& &
LOGICAL AND

||
LOGICAL OR

!
LOGICAL NOT

SWITCH STATEMENTS
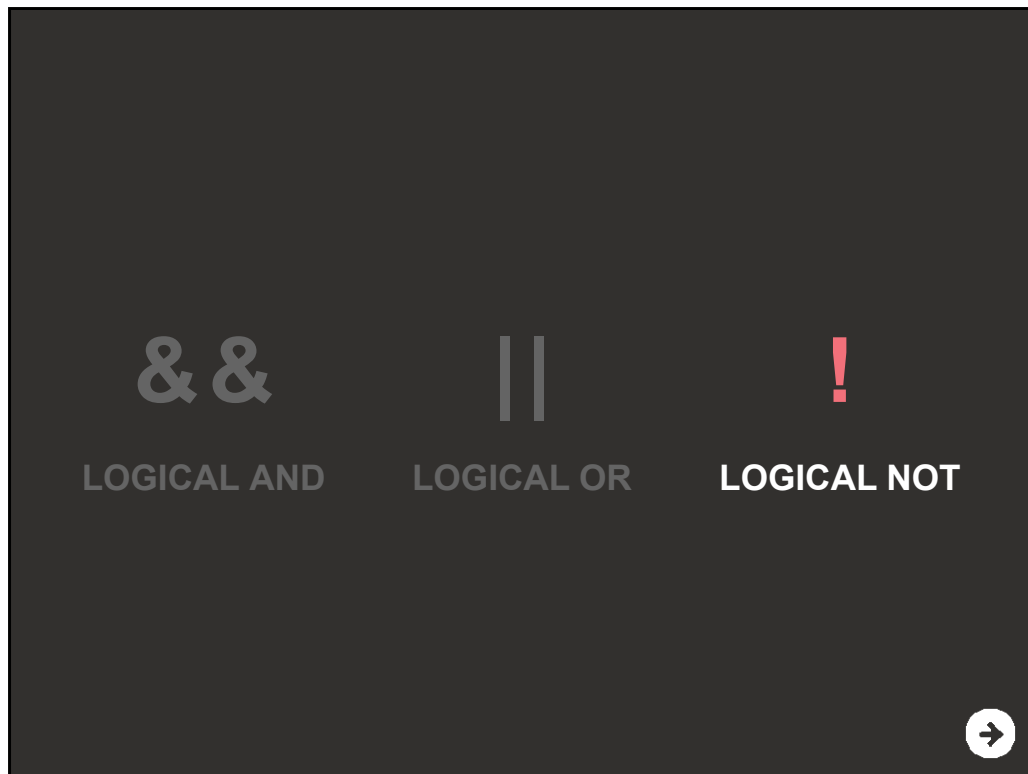
```
switch (level) {

    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

UPDATE

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

ANATOMY OF A LOOP