conditions #1 – if

"maybe I want to do one thing, maybe I want to do another"

if

using if and if-else allow your programs to make decisions.

template

```
if ( some-condition )
{   do-some-stuff
}
```

```
if ( some-condition )
{   do-some-stuff
}
else
{   do-some-other-stuff
}
```

eg...

```
int a = 5;
int b = 10;
if( a < b )
{   debugPrint( "a is less than b" );
}

if( a == b )
{   debugPrint( "a is equal to b" );
}
else
{   debugPrint( "a is not equal to b" );
}
```

comparing strings

normally we use *equals* not == because when s1 is set to "abcd" and s2 is set to "abcd" then...

s1.equals(s2) - will always be true
s1 == s2 - will sometimes be true & sometimes be false

using null

If *object types* have been declared but not initialised (or assigned) they have a value of null. Some methods may also return null in some cases.

so...

```
String apple;
(apple == null)          // this is true

String banana = "fruit";
(banana == nil)          // this is not true
(banana != nil)          // this is true
```

additional information

comparing numbers
http://docs.oracle.com/javase/tutorial/java/nutsandbolts/op2.html

if-then and if-then-else Statements
http://docs.oracle.com/javase/tutorial/java/nutsandbolts/if.html