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C++ Conditions and If Statements

You already know that C++ supports the usual logical conditions from mathematics:

- Less than: `a < b`
- Less than or equal to: `a <= b`
- Greater than: `a > b`
- Greater than or equal to: `a >= b`
- Equal to: `a == b`
- Not Equal to: `a != b`

You can use these conditions to perform different actions for different decisions.

C++ has the following conditional statements:

- Use `if` to specify a block of code to be executed, if a specified condition is true
- Use `else` to specify a block of code to be executed, if the same condition is false
- Use `else if` to specify a new condition to test, if the first condition is false
- Use `switch` to specify many alternative blocks of code to be executed

The if Statement

Use the `if` statement to specify a block of C++ code to be executed if a condition is `true`.

Syntax

Fichier Edition Sélection Affichage Atteindre Exécuter ... • main.cpp - Visual Studi... | 08

main.cpp • utils.cpp

C: > Users > jachampagne > Desktop > FV > cpp > main.cpp

```
1
2 #include <iostream>
3
4 int main()
5 {
6     helloWorld();
7     return 0;
8 }
```

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C++ #10 - modularité

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