

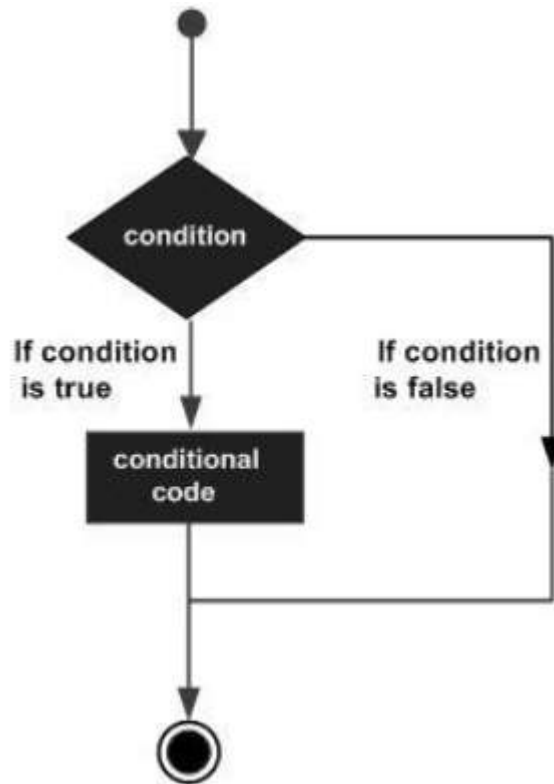
F# - DECISION MAKING

http://www.tutorialspoint.com/fsharp/fsharp_decision_making.htm

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Decision making structures require that the programmer specify one or more conditions to be evaluated or tested by the program. It should be along with a statement or statements to be executed if the condition is determined to be true, and optionally, other statements to be executed if the condition is determined to be false.

Following is the general form of a typical decision making structure found in most of the programming languages –



F# programming language provides the following types of decision making statements.

Statement	Description
if /then statement	An if/then statement consists of a Boolean expression followed by one or more statements.
if/then/ else statement	An if/then statement can be followed by an optional else statement , which executes when the Boolean expression is false.
if/then/elif/else statement	An if/then/elif/else statement allows you to have multiple else branches.
nested if statements	You can use one if or else if statement inside another if or else if statements.