

### Variables

**Variable const** : *const*, ne change jamais.

**Variable let** : *let*, peut être changer.

ex -> let username = ""

**Variable var** : *var*, à ne plus utiliser.

### if...else

Permet de faire quelque chose si l'**expression** est fausse ou non.

Exemple :

```
const num1 = 5;
const num2 = 3;
if (num1 > num2) {
  alert('Oui')
} else {
  alert('Non')
}
```



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Page 1 of 1.

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