

Using if and else in Cfscrip

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Every CF developer is intimately familiar with the code. I was recently re-writing something that was entirely CfScript based, apart from a large chunk of 'IFS' in the middle of the template. So I thought I'd re-write it into CfScript. Turns out its very easy!

```
<cfscript>
  IF (condition is met)
    action code;
</cfscript>
```

Pretty straight forward. Looks very similar to the if-else statement.

```
<cfscript>
  IF (condition is met)
    action code;
  ELSE
    action other code;
</cfscript>
```

Enclose the actionable code in {} and it will perform many 'stacked' functions.

```
<cfscript>
  IF (condition is met)
  {
    action code;
  }
```

```
        action more code;  
    }  
</cfscript>
```

I think I actually prefer this way of writing the logic, as its much closer in syntax to Action Script.