Commenting compound statements such as if blocks is somewhat more complicated than commenting simple statements such as printf statements.

In the event that the if block has only an if clause, and no other clauses, then this is an example of the appropriate form:

```c
/*
 * Output the user’s phrase and Stitch’s reply.
 */
if (user_input_code == Ohana_code) {
    /*
     * Output the user’s chosen phrase, "Ohana."
     */
    printf("User: Ohana.\n");
    /*
     * Stitch’s reply to "Ohana" doesn’t depend on his mood.
     */
    printf("Stitch: Ohana means family. And family means\n"
            " nobody gets left behind, or forgotten.\n");
} /* if (user_input_code == Ohana_code) */
```

Notice:

- The comment preceding the entire if block describes the purpose of the if block as a whole.
- The block close of the if block is immediately followed, on the same line, by:
  - a single space, followed by
  - the comment open delimiter, followed by
  - a single space, followed by
  - the entire if statement, EXCLUDING the block open, followed by
  - the comment close delimiter.
- The comment on the same line as the block close is ABSOLUTELY FORBIDDEN to continue on to the next line.
- In the event that the if condition is very long, then in the comment on the associated block close line, you can use the first part of the condition, followed by an ellipsis (three periods).
- The comments for the statements inside the if clause are indented farther, so that the asterisk at the beginning of each line of the comment lines up with the statement that the comment describes.
- There is no comment immediately preceding each block close, because block closes are not statements.
In the event that the if block has both an if clause and an else clause, but no other clauses:

```c
/*
 * Output the user’s phrase and Stitch’s reply.
 */
if (user_input_code == Ohana_code) {
    /*
     * Output the user’s chosen phrase, "Ohana."
     */
    printf("User: Ohana.\n");
    /*
     * Stitch’s reply to "Ohana" doesn’t depend on his mood.
     */
    printf("Stitch: Ohana means family. And family means\n"
    printf(" nobody gets left behind, or forgotten.\n");
} /* if (user_input_code == Ohana_code) */
else {
    /*
     * The input code isn’t recognized.
     */
    printf("Whatever!\n");
} /* if (user_input_code == Ohana_code)...else */
```

Notice that, in addition to the properties of just an if clause, above:

- The comment preceding the entire if block describes the purpose of the if block as a whole, not just the purpose of the if clause.
- There is no comment immediately preceding the else statement.
- The else statement is immediately followed, on the same line, only by a blank space and then the block open.
- The block close for the else statement is immediately followed, on the same line, by:
  - a single space, followed by
  - the comment open delimiter, followed by
  - a single space, followed by
  - the entire if statement, EXCLUDING the block open, followed by
  - three periods (that is, an ellipsis), followed by
  - the keyword else, to indicate that this is the end of the else clause, followed by
  - the comment close delimiter.
- Again, the comment on the same line as the block close is ABSOLUTELY FORBIDDEN to continue on to the next line.
- Again, in the event that the if condition is very long, then in the comment on the associated block close line of the else clause (that is, the final block close of that if block), you can use the first part of the condition, followed by an ellipsis (three periods).
- Again, the comments for the statements inside the else clause are indented farther, so that the asterisk at the beginning of each line of the comment lines up with the statement that the comment describes.
- Again, there is no comment immediately preceding each block close, because block closes are not statements.
In the event that the `if` block has both an `if` clause and one or more `else if` clauses, but no `else` clause:

```c
printf("User: Aloha, Stitch.\n");
/*
 * Output the user’s phrase and Stitch’s reply,
 * given the the user has input the code for
 * "Aloha, Stitch."
 */
if (Stitch_mood == loving_mood) {
    /*
     * Output Stitch’s reply, given that
     * he’s in his loving mood.
     */
    printf("Stitch: Aloha.\n");
} /* if (Stitch_mood == loving_mood) */
else if (Stitch_mood == rotten_mood) {
    /*
     * Output Stitch’s reply, given that
     * he’s in his rotten mood.
     */
    printf("Stitch: What do you want?\n");
} /* if (Stitch_mood == rotten_mood) */
```

Notice that, in addition to the properties of just an `if` clause, above:

- Again, the comment preceding the entire `if` block describes the purpose of the `if` block as a whole, not just the purpose of one of the `if` block’s individual clauses.
- There is no comment immediately preceding any of the `else if` statements.
- The condition in the comment immediately following and on the same line as each `else if` clause’s block close is the condition of the associated `else if` statement.
- The comment following, and on the same line as, each clause’s block close **DOES’T** include the keyword `else`.
- Again, the comment on the same line as the block close is **ABSOLUTELY FORBIDDEN** to continue on to the next line.
- Again, in the event that the `if` condition or an `else if` condition is very long, then in the comment on the associated block close line of that clause, you can use the first part of the condition, followed by an ellipsis (three periods).
- Again, the comments for the statements inside the `else if` clause are indented farther, so that the asterisk at the beginning of each line of the comment lines up with the statement that the comment describes.
- Again, there is no comment immediately preceding each block close, because block closes are not statements.
In the event that the if block has an if clause, one or more else if clauses, as well as an else clause:

/*
 * Output the user’s phrase and Stitch’s reply.
 */
if (user_input_code == Ohana_code) {
  /*
   * Output the user’s chosen phrase, "Ohana."
   */
  printf("User: Ohana.\n");
  /*
   * Stitch’s reply to "Ohana" doesn’t depend on his mood.
   */
  printf("Stitch: Ohana means family. And family means\n");
  printf(" nobody gets left behind, or forgotten.\n");
} /* if (user_input_code == Ohana_code) */
else if (user_input_code == I_love_you_code) {
  /*
   * Output the user’s chosen phrase, "I love you."
   */
  printf("User: I love you.\n");
  /*
   * Stitch’s reply to "Ohana" doesn’t depend on his mood.
   */
  printf("Stitch: I love you too.\n");
  /*
   * Set Stitch’s mood to loving.
   */
  Stitch_mood = loving_mood;
} /* if (user_input_code == Ohana_code) */
else {
  /*
   * The input code isn’t recognized.
   */
  printf("Whatever!\n");
} /* if (Stitch_mood == rotten_mood)...else */

Notice that, in addition to the properties of all of the previous cases:

- The comment preceding the entire if block describes the purpose of the if block as a whole, not just the purpose of the if clause.
- The condition in the comment immediately following and on the same line as the else clause’s block close is the condition of the FINAL else if clause, followed by an ellipsis and the keyword else.