



C++ TUTORIAL: IF-ELSE & CONTROL STRUCTURES



BY CODE WITH HARRY

To help



C++ CONTROL STRUCTURES



1. Sequence Structure
2. Selection Structure
3. Loop Structure



Basic Control Structures

9 C++ Control Structures, If Else and Switch-Case Statement - C++ Tutorials for Beginners #9.mp4 - VLC media player

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C++ CONTROL STRUCTURES

① Sequence Structure

```

graph TD
    Entry --> Action1[Action 1]
    Action1 --> Action2[Action 2]
    Action2 --> Exit
  
```

② Selection Structure

```

graph TD
    Entry --> Cond{Cond?}
    Cond -- True --> A1[A1]
    Cond -- False --> A2[A2]
    A1 --> Join(( ))
    A2 --> Join
    Join --> Exit
  
```

③ Loop Structure

```

graph TD
    Entry --> LoopStart(( ))
    LoopStart --> Cond{Cond?}
    Cond -- True --> A1[A1]
    A1 -- Loop --> LoopStart
    Cond -- False --> A2[A2]
    A2 --> Exit
  
```

Handwritten notes: $i=0$, $i=1$, $i=2$, \dots , ≥ 1000 , $i \leq 1000$, $i \leq 1$

C++ CONTROL STRUCTURES

① if-else statement

```

int i = 0;
if (i < 3) {
    cout << i;
    i++;
}
  
```

② if-else ladder

③ switch case

```

switch (expression) {
    case 1:
    {
        action 1;
    }
    default:
    {
        action 1;
    }
}
  
```