**If else Statement**

#import <Foundation/Foundation.h>

int main ()

{

int a = 100;

**if**( a < 20 )

{

NSLog(@**"a is less than 20\n"** );

}

**else**

{

NSLog(@**"a is not less than 20\n"** );

}

NSLog(@**"value of a is : %d\n"**, a);

return 0;

}