



# Conditionals in java (If Else Ladder , Switch Statement's ....)

## What are Conditionals?

- Conditional statements are constructs that evaluate a **boolean expression** (true/false) and direct the flow of execution accordingly.
- They help in making decisions such as:
  - Executing a block *if* a condition is true.
  - Choosing between two alternative paths.
  - Handling multiple conditions.

## Types of Conditionals in Java

### 1. The **if** Statement

- Simplest form of conditional.
- Executes a block of code if the given condition evaluates to **true**.

#### Syntax:

```
if (condition) {  
    // code block if condition is true  
}
```

#### Example:

```
int age = 20;  
if (age >= 18) {  
    System.out.println("Eligible to vote");  
}
```

#### Key Points:

- The `condition` must return a boolean ( `true` or `false` ).
  - If condition is false, the block is skipped.
- 

## 2. The `if-else` Statement

- Provides two-way decision-making.
- If the `if` condition is false, `else` block runs.

### Syntax:

```
if (condition) {  
    // code if true  
} else {  
    // code if false  
}
```

### Example:

```
int number = 7;  
if (number % 2 == 0) {  
    System.out.println("Even number");  
} else {  
    System.out.println("Odd number");  
}
```

## 3. The `if-else-if` Ladder

- Used when multiple conditions need to be checked sequentially.
- Program checks each condition from top to bottom; executes the first true block, then skips the rest.

### Syntax:

```
if (condition1) {  
    // code block 1  
} else if (condition2) {  
    // code block 2  
} else if (condition3) {  
    // code block 3  
} else {  
    // default case  
}
```

### Example:

```
int marks = 85;  
if (marks >= 90) {
```

```
        System.out.println("Grade A");
    } else if (marks >= 75) {
        System.out.println("Grade B");
    } else if (marks >= 50) {
        System.out.println("Grade C");
    } else {
        System.out.println("Failed");
    }
}
```

## 4. Nested **if** Statements

- An **if** inside another **if**.
- Useful when one condition depends on another.

**Example:**

```
int age = 25;
if (age >= 18) {
    if (age >= 21) {
        System.out.println("Eligible for marriage");
    } else {
        System.out.println("Eligible to vote but not for marriage");
    }
}
```

## 5. The **switch** Statement

- Used when multiple possible values of a single variable need different execution paths.
- Cleaner than multiple **if-else** statements for discrete values.

**Syntax:**

```
switch (variable) {
    case value1:
        // code block 1
        break;
    case value2:
        // code block 2
        break;
    default:
        // default block
}
```

**Example:**

```

int day = 5;
switch (day) {
    case 1: System.out.println("Monday");
    break;
    case 2: System.out.println("Tuesday");
    break;
    case 3: System.out.println("Wednesday");
    break;
    case 4: System.out.println("Thursday");
    break;
    case 5: System.out.println("Friday");
    break;
    case 6: System.out.println("Saturday");
    break;
    case 7: System.out.println("Sunday");
    break;
    default: System.out.println("Invalid day");
}

```

#### Notes:

- `break;` prevents fall-through to the next case.
- `default` in switch is optional but recommended.
- Valid with `int`, `char`, `String`, and `enum` in Java.

## Switch Expressions (Morden Java 12+)

- A modern upgrade of `switch`.
- Uses `>` and can **return values** directly.

#### Example:

```

String day = switch (5) {
    case 1 → "Monday";
    case 2 → "Tuesday";
    case 3 → "Wednesday";
    case 4 → "Thursday";
    case 5 → "Friday";
    case 6 → "Saturday";
    case 7 → "Sunday";
    default → "Invalid";
};
System.out.println(day);

```

## 6. The Ternary Operator ( `?:` )

- A shorthand version of an `if-else` .
- Evaluates a condition and chooses one of two values.

### Syntax:

```
javavariablename = (condition) ? valueIfTrue : valueIfFalse;
```

### Example:

```
int number = 10;  
String result = (number % 2 == 0) ? "Even" : "Odd";  
System.out.println(result);
```

## Quick Recap

- `if` → simple decision
- `if-else` → two-way decision
- `if-else-if` → multiple decisions
- **Nested if** → decision inside a decision
- `switch` → cleaner choice among fixed values
- **Switch expressions (Java 12+)** → modern and concise
- **Ternary** `?:` → compact one-line conditional