

Session -3 if-else & switch case

Thursday, July 7, 2022 4:01 PM

Decision Making/Conditional Statements

- if-else statement
- If-else ladder
- switch case statement

Code:

```
Statement1;
Statement2;
Statement3;
Statement4;
Statement5;
Statement6;
Statement7;
Statement8;
```

1. Decision / conditional statement
2. Loops/iterative statement
3. Jump statements

Decision Making/Conditional statement

Code:

```
Statement1;
Statement2;
Statement3;
Statement4;
Statement5;
Statement6;
Statement7;
Statement8;
```

if-else & switch case

```
Statement1;
Statement2;
(condition =true)
{
    Statement3;
    Statement4;
}
(condition=false)
{
    Statement5;
    Statement6;
}
Statement7;
Statement8;
```

If-else ladder

ifElse.java *elseifLadder.java x
22 else if(day==4)

```

23     {
24         System.out.println("wednesday");
25     }
26     else if(day==5)
27     {
28         System.out.println("Thrusday");
29     }
30     else if(day==6)
31     {
32         System.out.println("Friday");
33     }
34     else if(day==7)
35     {
36         System.out.println("Saturday");
37     }
38     else
39     {
40         System.out.println("Saturday");
41     }

```

Same we will do though the switch case.

```

1  ifElse.java  2  elseifLadder.java  3  *switchCase.java ×
2
3  public class switchCase {
4
5      public static void main(String[] args) {
6          // TODO Auto-generated method stub
7
8          int day = 4;
9
10         switch(day)
11         {
12             case 1:
13                 System.out.println("Sunday");
14                 break;
15             case 2:
16                 System.out.println("Monday");
17                 break;
18             case 3:
19                 System.out.println("Tuesday");
20                 break;
21             case 4:
22                 System.out.println("Wednesday");
23                 break;
24             case 5:
25                 System.out.println("Thrusday");

```

```

18         case 3:
19             System.out.println("Tuesday");
20             break;
21         case 4:
22             System.out.println("Wednesday");
23             break;
24         case 5:
25             System.out.println("Thrusday");
26             break;
27         case 6:
28             System.out.println("Friday");
29             break;
30
31         case 7:
32             System.out.println("Saturday");
33             break;
34         default:
35             System.out.println("Wrong input for week days");
36     }
37 }
38
39 }
40
41

```

```

1  Countletters.java  2  Whileloops.java  3  Switch.java ×  4  ifelseifLadder.java
1  package java_file;
2
3  public class Switch {
4
5      public static void main(String[] args) {
6          int day =1;
7
8          switch(day) {
9              case 1:
10                 System.out.println("sunday");
11                 break;
12             case 2:
13                 System.out.println("monday");
14                 break;
15             default:
16                 System.out.println("default");
17             }
18         }
19     }
20 }
21

```

