**Statements could be of 3 types**

1. **Sequential**
2. **Conditional**
3. **Repetitive**

**Sequential Program > Where all the statements will run in a sequence one after other**

**Conditional Program > Where all the statements will run depending upon some condition**

**By using**

1. **If**
2. **If – else**
3. **If elseif elseif else**
4. **switch**
5. **Syntax of if**

**If(condition) {statements}**

1. **Syntax of if – else**

**If(condition) {statements}**

**Else {statements}**

1. **Syntax of if – elseif elseif else**

**If(condition1) {statements}**

**Else If(condition2) {statements}**

**Else If(condition3) {statements}**

**Else {statements}**

1. **Switch**

**Switch(condition/expression)**

**{**

**Case value :{}**

**Case value :{}**

**Case value :{}**

**Case value :{}**

**Default : {}**

**}**

**Debugging > We want to see programs execution Flow**

**To use it , first add breakpoints.**

**Breakpoint is a point in your program which is when it is hit, after that you can see your programs flow**

**F10**

**F11**

**F12**

**What is difference in if else if & switch**

1. **In if else, it will check all conditions before it comes at the right condition**

**In switch, it will directly come at the right case (it takes less time to execute)**

1. **In switch , the only operator that can be used is eqaulity**