

DECISION MAKING:

1. IF Statement:



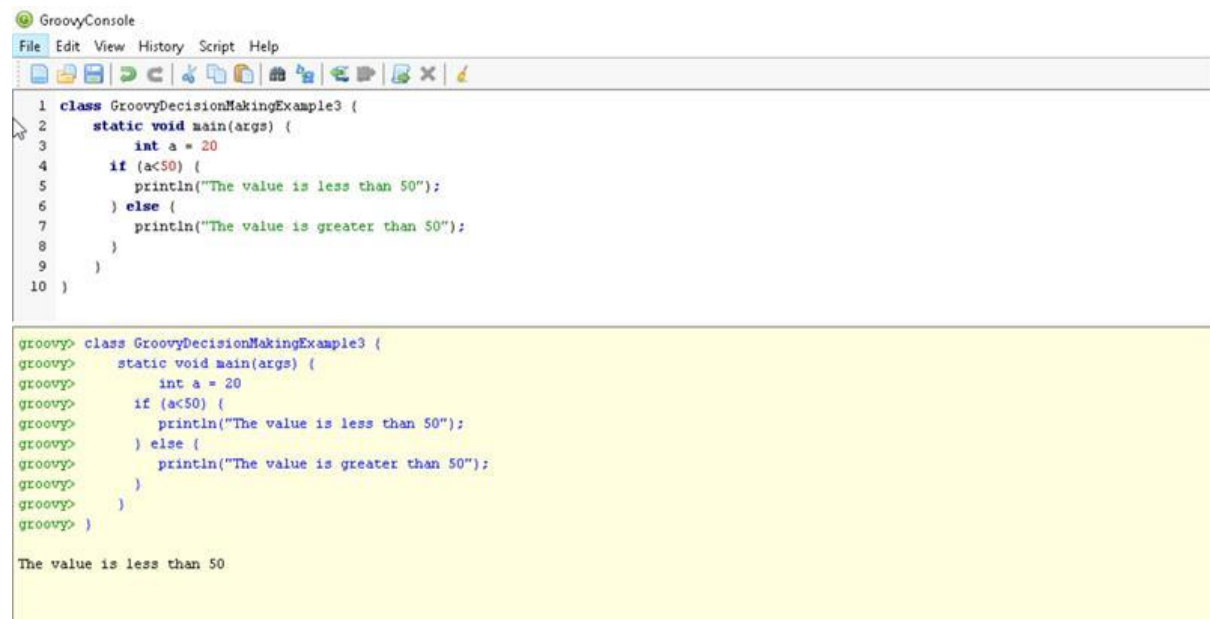
The screenshot shows the GroovyConsole application. The top pane contains the following code:

```
1 class GroovyDecisionMakingExample1 {
2
3     static void main(args) {
4         int a = 10
5         if (a<50) {
6             println("javatpoint");
7         }
8     }
9 }
10 }
```

The bottom pane shows the GroovyShell output:

```
groovy> class GroovyDecisionMakingExample1 {
groovy>     static void main(args) {
groovy>         int a = 10
groovy>         if (a<50) {
groovy>             println("javatpoint");
groovy>         }
groovy>     }
groovy> }
groovy>
javatpoint
```

2. IF- ELSE:



The screenshot shows the GroovyConsole application. The top pane contains the following code:

```
1 class GroovyDecisionMakingExample3 {
2     static void main(args) {
3         int a = 20
4         if (a<50) {
5             println("The value is less than 50");
6         } else {
7             println("The value is greater than 50");
8         }
9     }
10 }
```

The bottom pane shows the GroovyShell output:

```
groovy> class GroovyDecisionMakingExample3 {
groovy>     static void main(args) {
groovy>         int a = 20
groovy>         if (a<50) {
groovy>             println("The value is less than 50");
groovy>         } else {
groovy>             println("The value is greater than 50");
groovy>         }
groovy>     }
groovy> }
The value is less than 50
```

3.NESTED – IF:



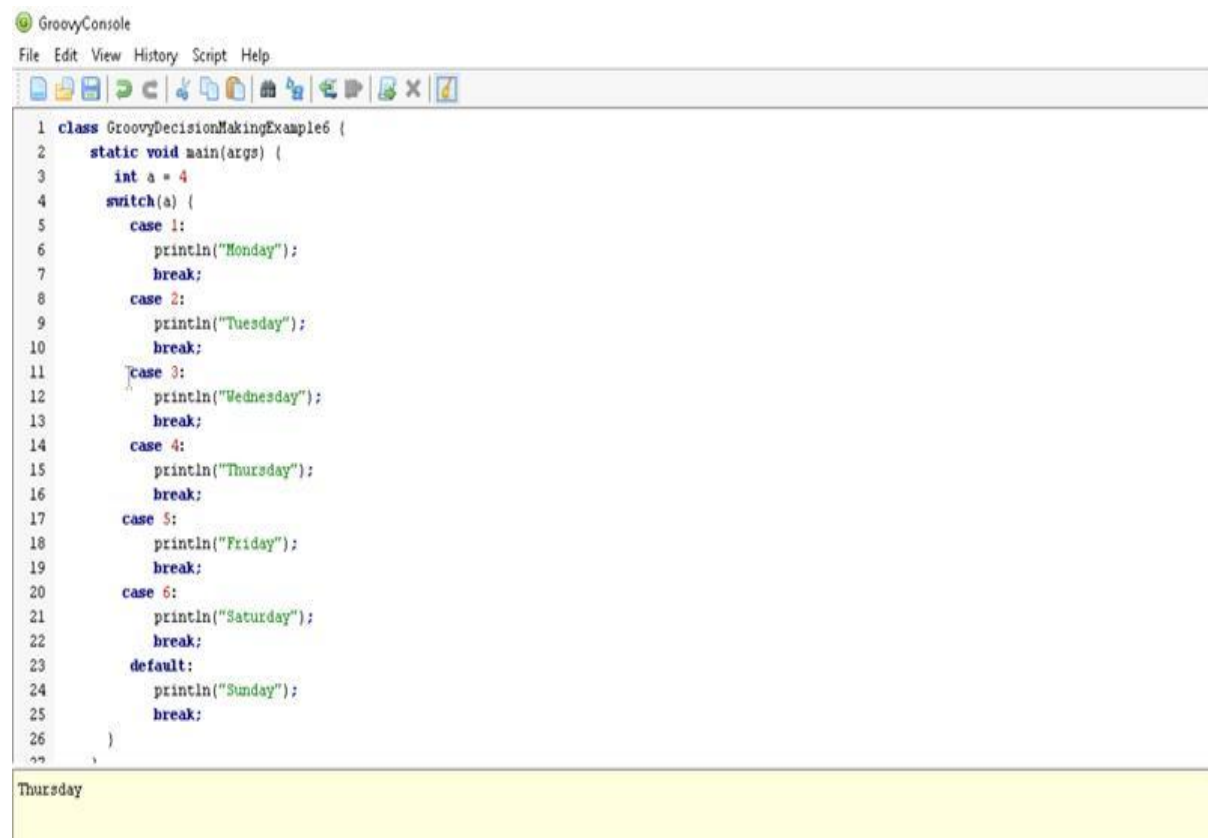
The screenshot shows the GroovyConsole application. The top pane contains the following code:

```
1 class GroovyDecisionMakingExample5 {
2
3     static void main(args) {
4         int a = 20
5         if (a>50) {
6             println("The value is less than 50");
7         } else {
8             if (a>10) {
9                 println("The value is greater than 10 and greater than 50");
10            } else {
11                println("The value of a is less than 10");
12            }
13        }
14    }
15 }
```

The bottom pane shows the GroovyShell output:

```
The value is greater than 10 and greater than 50
```

4. SWITCH STATEMENTS:



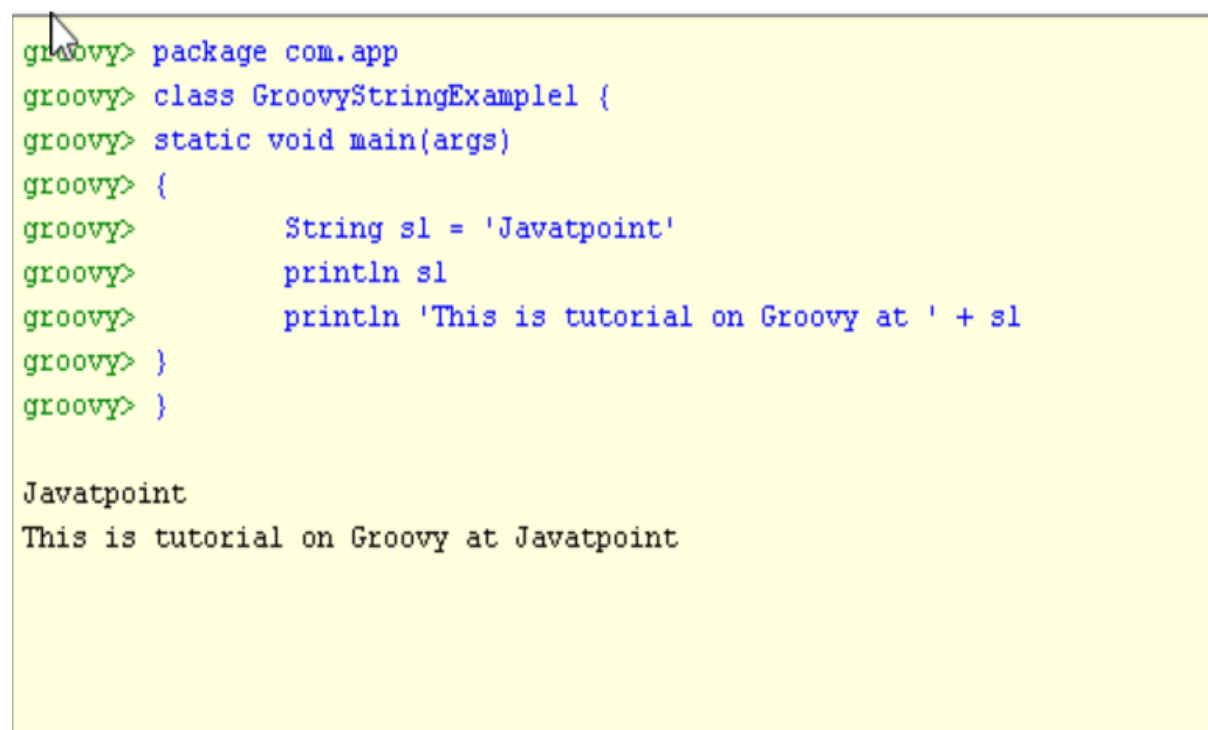
The screenshot shows the GroovyConsole application window. The title bar reads "GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations and execution. The main text area displays the following Groovy code:

```
1 class GroovyDecisionMakingExample6 {
2     static void main(args) {
3         int a = 4
4         switch(a) {
5             case 1:
6                 println("Monday");
7                 break;
8             case 2:
9                 println("Tuesday");
10                break;
11             case 3:
12                 println("Wednesday");
13                 break;
14             case 4:
15                 println("Thursday");
16                 break;
17             case 5:
18                 println("Friday");
19                 break;
20             case 6:
21                 println("Saturday");
22                 break;
23             default:
24                 println("Sunday");
25                 break;
26         }
27     }
28 }
```

Below the code editor, the output area shows the result of the execution: "Thursday".

Strings

Single quoted strings



The screenshot shows the GroovyConsole application window with the following Groovy code:

```
groovy> package com.app
groovy> class GroovyStringExample1 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = 'Javatpoint'
groovy>     println s1
groovy>     println 'This is tutorial on Groovy at ' + s1
groovy> }
groovy> }
```

The output area displays the results of the execution:

```
Javatpoint
This is tutorial on Groovy at Javatpoint
```

Double quoted strings

```
groovy> package com.app
groovy> class GroovyStringExample2 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = "Javatpoint"
groovy>     println s1
groovy>     println "This is tutorial on Groovy at " + s1
groovy> }
groovy> }
```

Javatpoint

This is tutorial on Groovy at Javatpoint

```
groovy> package com.app
groovy> class GroovyStringExample3 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = "Javatpoint"
groovy>     println "This is tutorial on Groovy at ${s1} "
groovy>     println "This is tutorial on Groovy at $s1 "
groovy> }
groovy> }
```

This is tutorial on Groovy at Javatpoint

This is tutorial on Groovy at Javatpoint

Triple quoted strings

```
groovy> package com.app
groovy> class GroovyStringExample4 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = '''This is groovy tutorial and we are learning string'''
groovy>     println s1
groovy> }
groovy> }
```

This is groovy tutorial and we are learning string

```
groovy> package com.app
groovy> class GroovyStringExample5 {
groovy> static void main(args)
groovy> {
groovy> String s1 = '''This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5'''
groovy> println s1
groovy> }}
```

```
This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

```
groovy> package com.app
groovy> class GroovyStringExample6 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = ""This is groovy tutorial and we are learning string""
groovy>     println s1
groovy> }
groovy> }
```

This is groovy tutorial and we are learning string

```
groovy> package com.app
groovy> class GroovyStringExample7 {
groovy> static void main(args)
groovy> {
groovy> String s1 = ""This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5""
groovy>     println s1
groovy> }
groovy> }
```

```
This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

```
groovy> package com.app
groovy> class GroovyStringExample8 {
groovy> static void main(args)
groovy> {
groovy> String s1 = ""This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5""
groovy> println ""Hello $s1""
groovy> println ""Hey $s1""
groovy> }
groovy> }
```

```
Hello This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
Hey This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

```
groovy> package com.app
groovy> class GroovyStringExample9 {
groovy> static void main(args)
groovy> {
groovy> String s1 = /This is groovy tutorial and we are learning string/
groovy> println s1
groovy> }
groovy> }
```

```
This is groovy tutorial and we are learning string
```

```
groovy> package com.app
groovy> class GroovyStringExample11 {
groovy> static void main(args)
groovy> {
groovy> String s1 = /This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5/
groovy>         println s1
groovy> }}
```

This is line 1
This is line 2
This is line 3
This is line 4
This is line 5

```
groovy> package com.app
groovy> class GroovyStringExample11 {
groovy> static void main(args)
groovy> {
groovy> String s1 = /This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5/
groovy> println ""Hello ${s1}""
groovy> println ""Hey $s1""
groovy> }}
```

Hello This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
Hey This is line 1
This is line 2
This is line 3
This is line 4
This is line 5

