**Decision-making statements** let your program choose what to do based on conditions.  
They help your code make decision.

**1. if Statement**

The **if** statement executes a block of code only if a given condition is true.

**Example:**

#include <stdio.h>

int main() {

int age = 20;

if (age >= 18) {

printf("You are eligible to vote.\n");

}

return 0;

}

**2. if-else Statement**

If the condition is **true**, it runs the if block;  
if **false**, it runs the else block.

**Example:**

#include <stdio.h>

int main() {

int num = -3;

if (num >= 0) {

printf("Number is positive.\n");

} else {

printf("Number is negative.\n");

}

return 0;

}

**3. Nested if-else Statement**

This means an if or else inside another if or else.  
Used when there are multiple conditions to check.

**Syntax:**

if (condition1) {

if (condition2) {

// code if both conditions are true

} else {

// code if condition1 is true but condition2 is false

}

} else {

// code if condition1 is false

}

**Example:**

#include <stdio.h>

int main() {

int marks = 85;

if (marks >= 40) {

if (marks >= 75) {

printf("Distinction!\n");

} else {

printf("Pass.\n");

}

} else {

printf("Fail.\n");

}

return 0;

}

**4. switch Statement**

Used when you need to compare one variable against many possible values.

It’s cleaner than writing many **if-else** statements.

**Syntax:**

switch (expression) {

case value1:

// code to execute

break;

case value2:

// code to execute

break;

...

default:

// code if no case matches

}

**Example:**

#include <stdio.h>

int main() {

int choice;

printf("Enter a number (1-3): ");

scanf("%d", &choice);

switch (choice) {

case 1:

printf("You chose One.\n");

break;

case 2:

printf("You chose Two.\n");

break;

case 3:

printf("You chose Three.\n");

break;

default:

printf("Invalid choice.\n");

}

return 0;

}