

Implement a program using basic programming constructs like Branching and Looping

1} while loop

```
class Whileloop
```

```
{
```

```
    public static void main(String args[])
```

```
    {
```

```
        int a=4;
```

```
        while(a%2==0)
```

```
        {
```

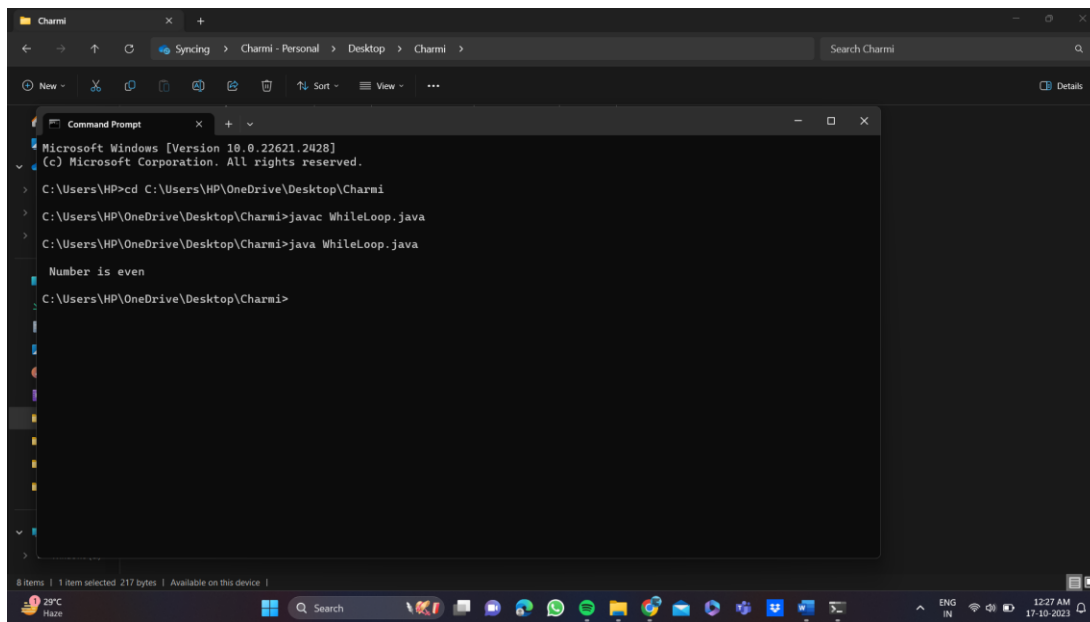
```
            System.out.println("\n Number is even");
```

```
            break;
```

```
        }
```

```
    }
```

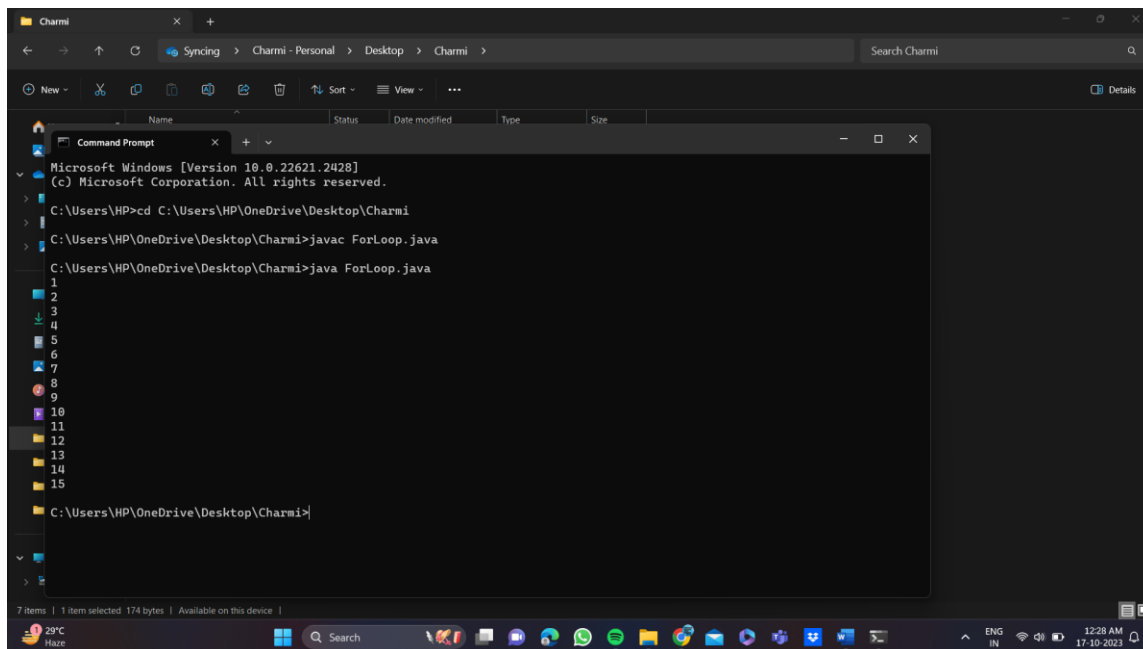
```
}
```



2} for loop

class Forloop

```
{  
    public static void main(String args[])  
    {  
        int x;  
        for(x=1;x<=10;x++)  
        {  
            System.out.println(x);  
        }  
    }  
}
```



3} dowhile loop

class Dowhileloop

{

 public static void main(String arg[])

 {

int a=0;

 do

 {

 if(a%20==0)

 {

 System.out.println(a);

 } a++;

```

    } while(a<=100);

}
}

```

```

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C:\Users\HP>cd C:\Users\HP\OneDrive\Desktop\Charmi
C:\Users\HP\OneDrive\Desktop\Charmi>javac DowhileLoop.java
C:\Users\HP\OneDrive\Desktop\Charmi>java DowhileLoop.java
0
20
40
60
80
100
C:\Users\HP\OneDrive\Desktop\Charmi>

```

4}if else

```

public class IfElseExample {

public static void main(String[] args) {

    int number=10;

    if(number%2==0){

        System.out.println("Even number");

    }else{

        System.out.println("Odd number");

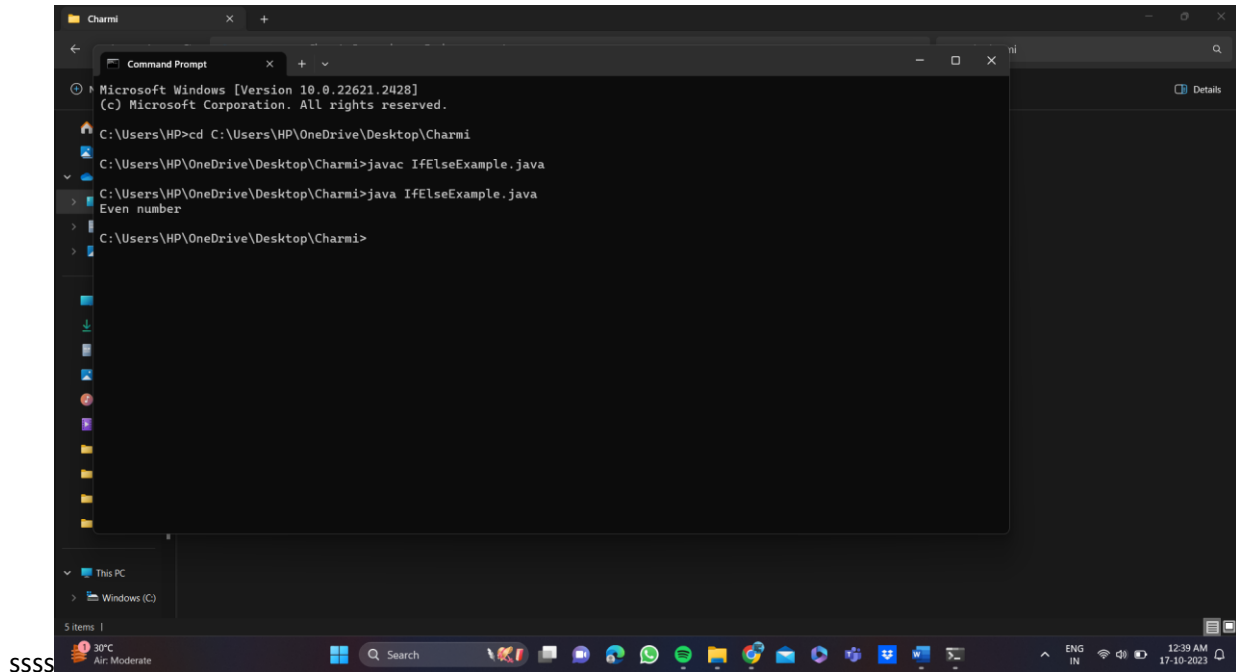
    }

}

```

}

}



5} Ladder if else

```
class SecJavaProgram
```

```
{
```

```
    public static void main(String args[])
```

```
{
```

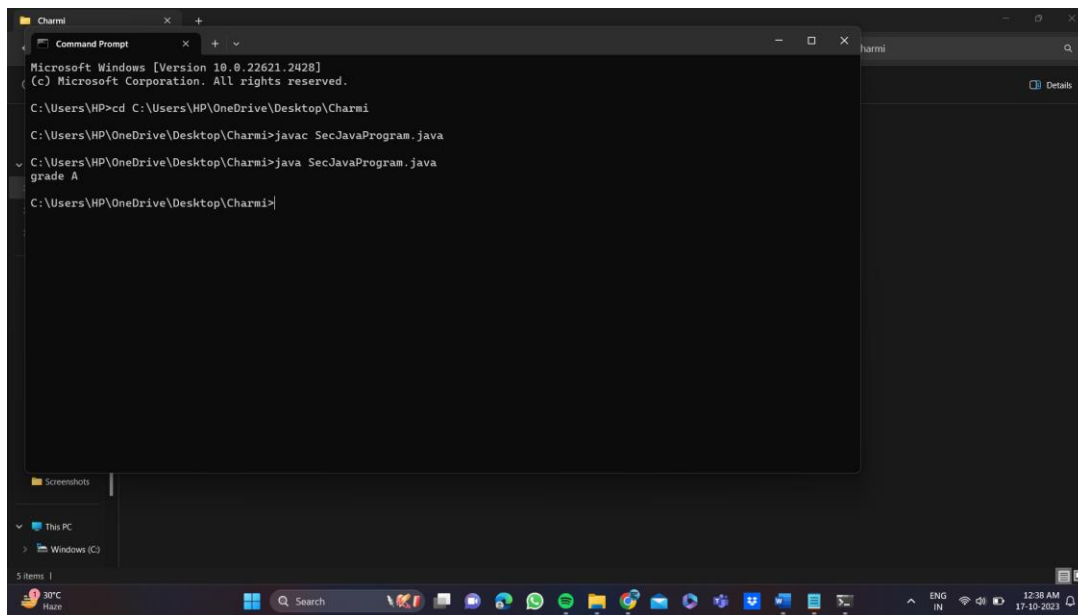
```
    int a=90;
```

```
    if(a>=90)
```

```
{
```

```
        System.out.println("grade A");
```

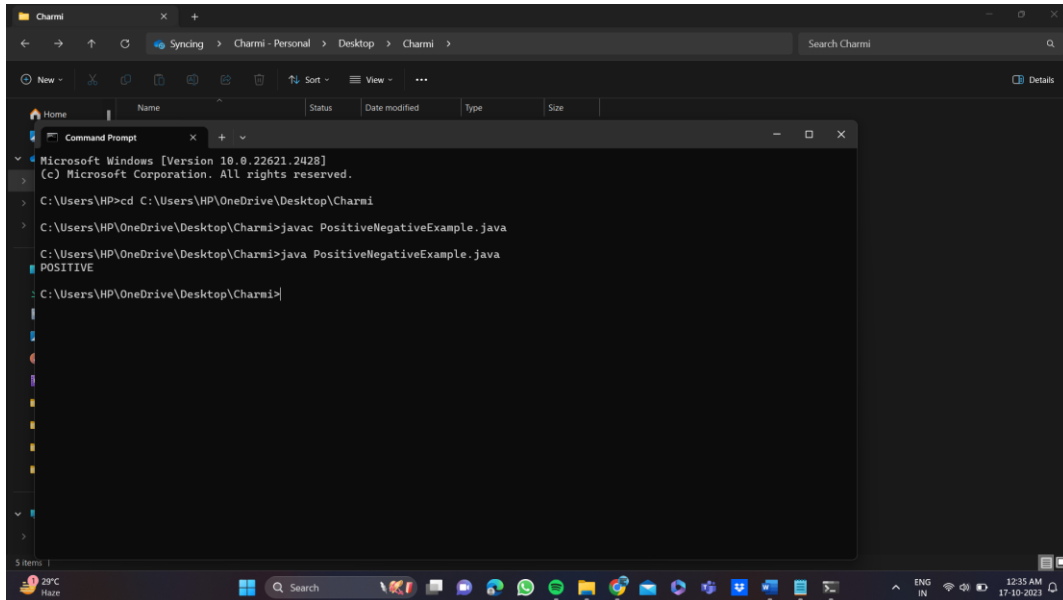
```
}  
else if(a>=80)  
{  
System.out.println("grade B");  
}  
else if(a>=70)  
{  
System.out.println("grade c");  
}  
else if(a<70)  
{  
System.out.println("grade F");  
}  
}  
}
```



6} nested if else

```
public class PositiveNegativeExample {  
    public static void main(String[] args) {  
        int number=15;  
        if(number>0){  
            System.out.println("POSITIVE");  
        }else if(number<0){  
            System.out.println("NEGATIVE");  
        }else{  
            System.out.println("ZERO");  
        }  
    }  
}
```

}



7} switch

class SwitchProgram

{

public static void main(String args[])

{

int a = 1 ;

switch(a)

{

case 1 :

System.out.println("\n Monday");

break;

case 2 :

```
System.out.println("\n Tuesday");
```

```
break;
```

case 3 :

```
System.out.println("\n Wednesday");
```

```
break;
```

case 4 :

```
System.out.println("\n Thursday");
```

```
break;
```

case 5 :

```
System.out.println("\n Friday");
```

```
break;
```

case 6 :

```
System.out.println("\n Saturday");
```

```
break;
```

case 7 :

```
System.out.println("\n Sunday");
```

```
break;
```

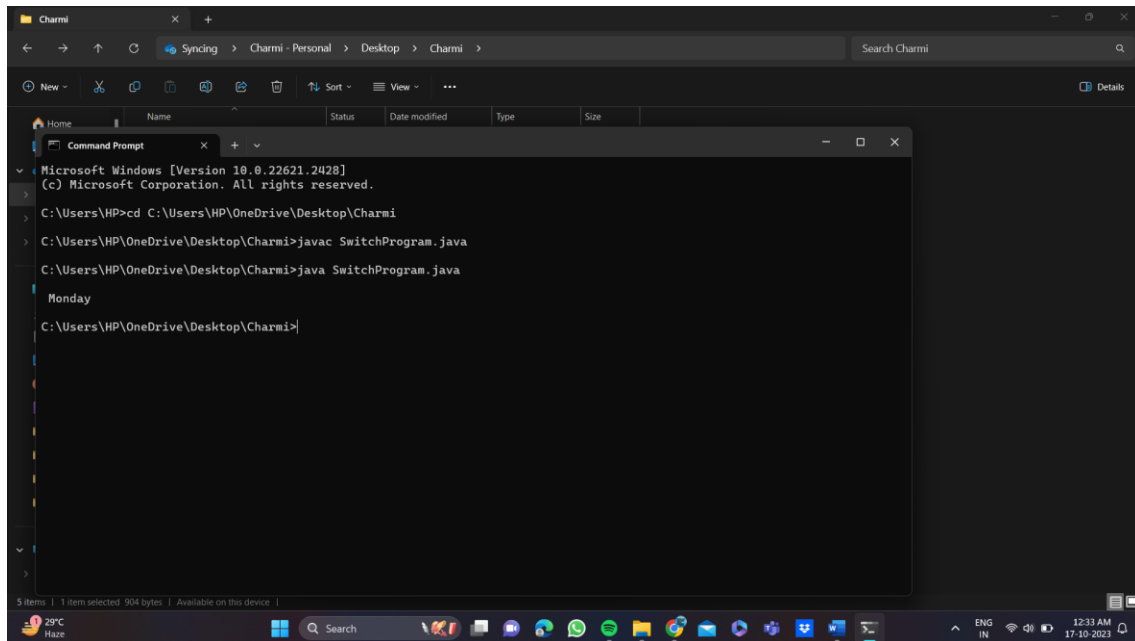
default :

```
System.out.println("\n Not Valid");
```

```
}
```

```
}
```

```
}
```



```
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C:\Users\HP>cd C:\Users\HP\OneDrive\Desktop\Charmi

C:\Users\HP\OneDrive\Desktop\Charmi>javac SwitchProgram.java

C:\Users\HP\OneDrive\Desktop\Charmi>java SwitchProgram.java

Monday

C:\Users\HP\OneDrive\Desktop\Charmi>
```