JAVA PROGRAMMING 1

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# Unit 5 Lecture - Making Decisions

Reading: Chapter 5

Chapter 5 introduces decision structures using the if, if…else, and switch statements. In this unit, you will learn to execute program statements based on the result of a Boolean expression. You will also learn to use the logical operators AND, OR, and NOT, as well as the conditional operator. This chapter presents a number of tips on avoiding common programming errors when making decisions.

Decision is the diamond symbol of the flowchart. When you want to make a decision, you want to check to see if a certain condition is True. If it is True then you execute that block of code, otherwise you execute the alternative.