

★ Selection Statement

if (condition)

{

if (condition) { } else { }

}

else

{

"

"

"

"

}

⇒ Inside of if else statement is nested structure.



if you want that if statement become else & else become if statement that time use '!' Not operator (Unary op)

Example : `int a=0;`
`if (!a)`

`cout << "Not zero";`
else

`cout << "this number is zero"`



Ladder Statement

`if (condition)`

`// Statement (1) if true;`
`}`

`else if (condition 2)`

`// Statement (2) if`

`condition 2 is true;`

`else if (condition m)`

`// Statement (n) if`

`condition m is true.`

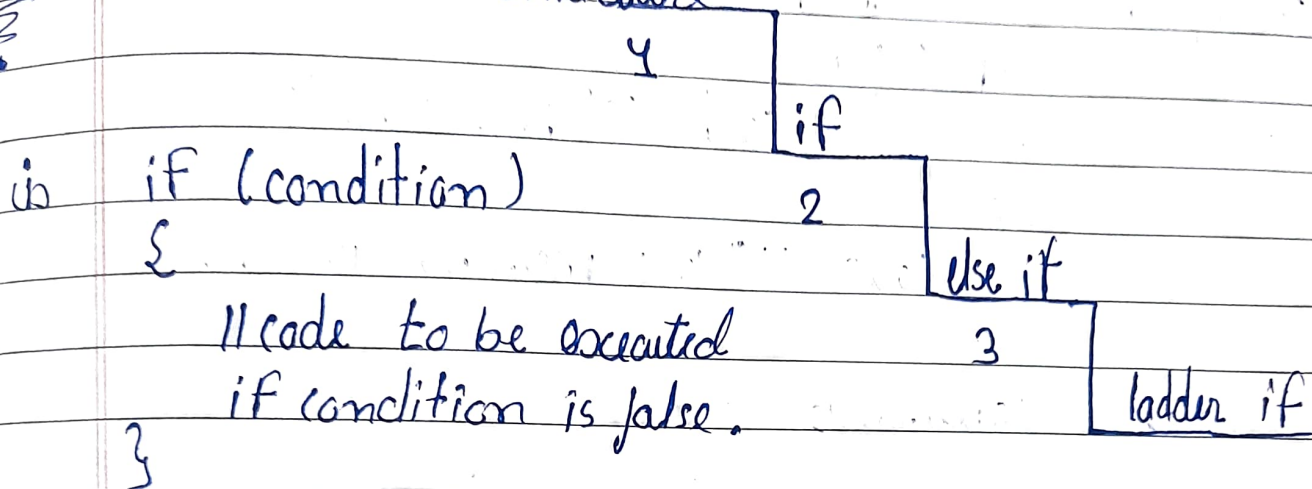
else

`// Statement [false / Last] if`

`every condition is false.`

(ii) Exit control loop. : Do-while loop.

★ Selection structure



(ii) if-else statements

```
if (condition)
{
    // code to executed if the
    condition is true.
}
else
{
    // code to executed the
    condition is false
}
```

★ Note : Every positive & Negative number is true zero number is false in programming world.



Sequential Structure : The default structure where statements are executed one after the other in sequence.



Selection Structure [Conditional Statements]

⇒

Allows the program to make decision & different block of code based on specific conditions.

if

if-else

Ladder stat

Nested stat

Ternary stat

switch case.



Repetition Structure [Loops]

⇒

Allows execution of block of code repeatedly as long as specified condition is true.

⇒

Entry control Loop

while loop

For loop