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Selection Statment

```
if (condition)
{
    if (condition) { } / else { }
}
else
{
      "      "      "      "
}
```

=> Inside of if else statement is nested structure.

if you want that if statement become else if & 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 n)
   // Statement (n) if
   condition n is true.

else
   // Statement [false / last] if
      every condition is false.
```

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

★ Selection Structure

4
if
2
else if
3
ladder if

(i) if (condition)
{
// code to be executed
if condition is false.
}

(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