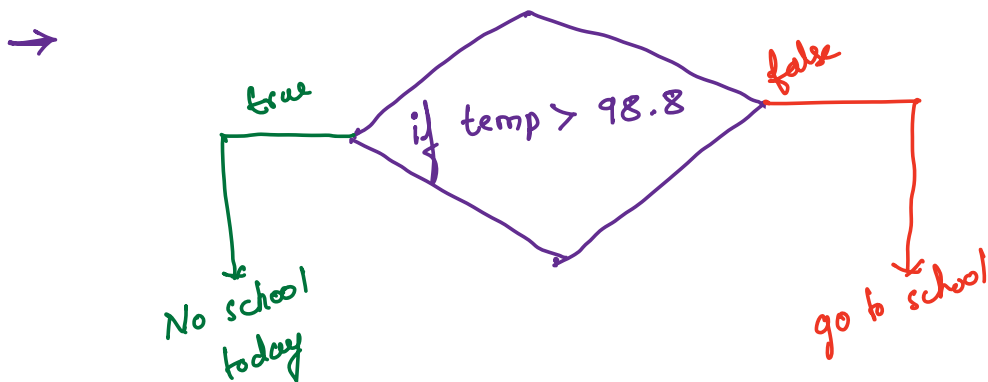
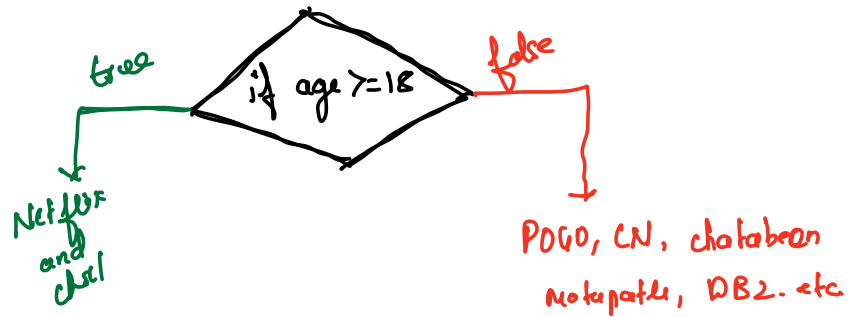


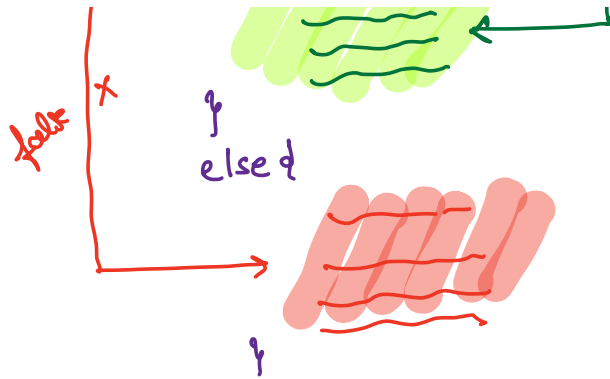
→ GOT, ABF, English, Titanic, fifty shade



If-else

Syntax:-





```

int gender = 0;
int age = 27;
if (gender == 0 || age >= 18) {
    // ...
} else {
    // ...
}

```

Diagram illustrating a flow from a green box (labeled 'else if') to a red box (labeled 'else'). A red 'X' is marked on the left, with an arrow pointing to the red box.

else if

Syntax :-

top
to
bottom

```

if (condition1) {
    // ...
}
else if (condition2) {
    // ...
}
else if (condition3) {
    // ...
}
else {
    // ...
}

```

Diagram illustrating the syntax of 'else if' with conditions 1, 2, and 3. A green arrow points from the 'else if' block to the 'else' block.

Imp

num \rightarrow even or odd

4 \rightarrow E

5 \rightarrow No - od

$$\begin{array}{r} 2 \\ 2 \overline{)4} \\ \underline{4} \end{array}$$

0 \rightarrow remainder

completely divisible \rightarrow remainder should be

zero

"%." \rightarrow modulo \rightarrow return remainder

$$\begin{array}{r} 2 \\ 2 \overline{)5} \\ \underline{4} \\ 1 \end{array}$$

remainder \rightarrow 1 \rightarrow ? x
 \rightarrow odd

$$5 \% 5 \rightarrow 0$$

$$15 \% 5 \rightarrow 0$$

$$18 \% 5 \rightarrow 3$$

$$18 \% 3 \rightarrow 0$$

$$17 \% 4 \rightarrow 1 \rightarrow 1.$$

a = 6, b = 6

```
if (a < b) { false
    sop("a is greater");
else
    sop("b is greater");
}
```

\rightarrow write a program to check if given number is even or odd.

```
int num = sc.nextInt();
```

```
if (num % 2 == 0) {
    sop("Even");
}
```

Google

Q) Given a number

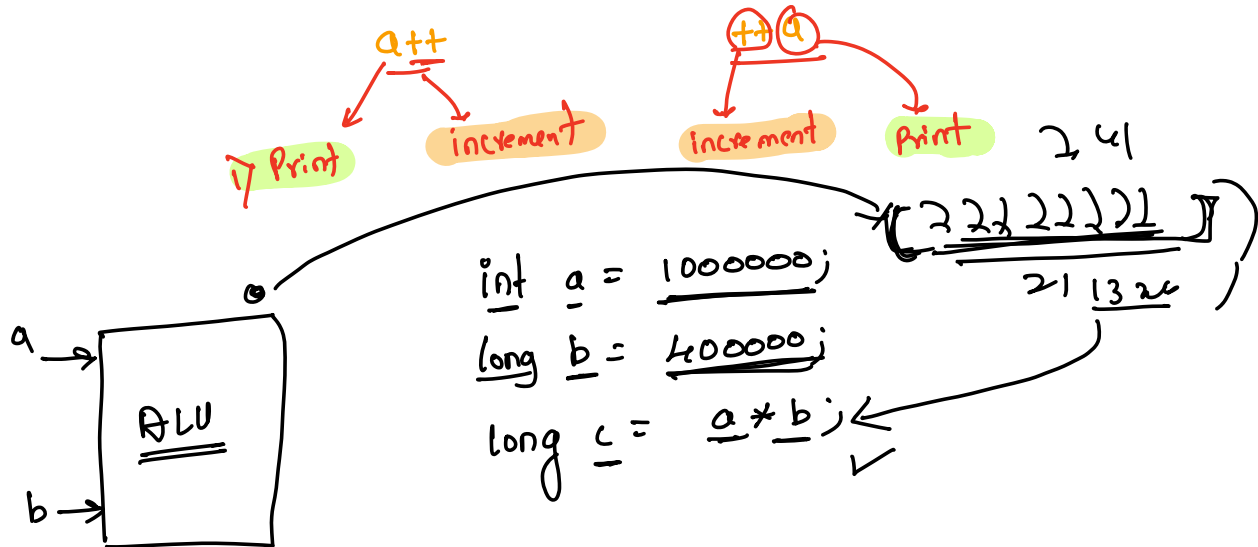
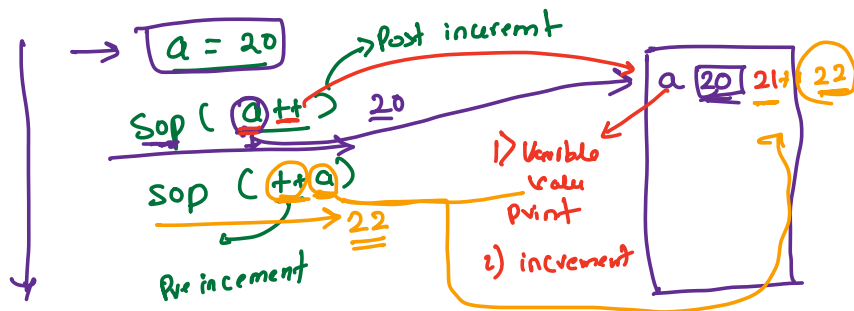
```
else {
    sop ("odd");
}
```

num → is divisible by 3 → Fizz
 ↳ is divisible by 5 → Buzz
 ↳ is divisible by both 3 & 5 → FizzBuzz.

3 → Fizz
6 → Fizz
10 → Buzz
15 → FizzBuzz

3 5

Doubt



Code snippet

<https://www.interviewbit.com/snippet/6fcde8614feef79f64f2/>