Selection

Comparison Operators in Java

```
= = Equals
```

- != not equal to
- greater than
- less than
- >= greater than or equal to
- <= less than or equal to</p>

Syntax – the if statement

```
if ( <boolean expression> )
{
  <operations to completed if boolean
   expression is true>
}
```

if..else if

 Remember: the first condition found true is the only body executed... automatic skip to after construct.

```
Syntax
if ( <boolean expression> ) {
  <operations to completed if boolean expression is true>
}
else if ( <boolean expression> ){
  <operations to completed if boolean expression is true>
}
```

else

Remember: the first condition found true is the only body executed... automatic skip to after construct until the else statement where all remaining conditions are found true and is executed.

```
Syntax
if (boolean expression) {
  <operations to completed if boolean expression is true>
}
else {
  <operations to completed if all other selection statements are false>
}
```

Recall: the if statement

```
int number 1 = 4;
if (number1 == 0) {
     System.out.println ( "Batman" );
else if (number1 == 1) {
     System.out.println ( "Superman" );
else if (number 1 == 2) {
     System.out.println ("Wonder Woman");
else if (number1 == 3) {
     System.out.println ("Green Lantern");
else {
     System.out.println ("Flash");
OUTPUT
Flash
```

boolean operators

There are two commonly used boolean operators in Java to <u>combine</u> conditions

- && , which means and
- , which means or

Consider the following:

- To attain a letter grade of "B" in this class you must attain 70% - 80% exclusive.
- That is:

```
If mark is >= 70 AND mark < 80
You will attain a "B"
```

- In the previous example you will attain a "B" ONLY if BOTH conditions are met.
 - That is: mark is both >=70 and <80</p>

&&: An example

```
if (mark>=70) && (mark<80) {
    System.out.println("You have a B");
}</pre>
```

Syntax Switch

 To avoid the *if..else if* multiple-selection statements, Java provides the *switch multiple-selection* statement to make your code a little more legible.

Syntax

```
switch ( <switch variable> )
    case <case variable>:
        <operations to completed if boolean expression is true>
        break; // necessary to exit the switch statement
    case <case variable>:
        <operations to completed if boolean expression is true>
        break;
    default:
        <operations to completed if boolean expression is true>
        break;
```

How it works

- The switch variable is compared to each case variable. If they are equal (i.e. true), then the code below the applicable case statement is executed
- The break is optional and is necessary to exit the switch statement if so desired once a true evaluation is found
 - Without any break statements, all subsequent code blocks will be executed once a true evaluation is found

An Example

```
int number1 = 3;
```

```
switch (number1){
    case 0:
         System.out.println ("Batman");
         break;
    case 1:
         System.out.println ("Superman");
         break;
    case 2:
         System.out.println ("Wonder Woman");
         break;
    case 3:
         System.out.println ("Green Lantern");
         break;
    default:
         System.out.println ("Flash");
```

OUTPUT

Let's remove the break statements

```
int number1 = 2;
switch (number1){
     case 0:
           System.out.println ("Batman");
     case 1:
           System.out.println ("Superman");
     case 2:
           System.out.println ("Wonder Woman");
     case 3:
           System.out.println ("Green Lantern");
     default:
           System.out.println ("Flash");
OUTPUT
Wonder Woman
Green Lantern
Flash
```