

2. 100 if Stertement Systex. if (Condition) {

if body; 2. if (Condition) & if body; 3. if (condition) {
 if body; 4. if (condition) of S. if (condition) &

3: if-else System if (condition) & if body; (true body) else body; (false body) if (condition) { if body; (true body)
ly else &
clse body; (false body) if body; (true body) 4 else & if (condition) & if body; (to 4 e body) else body; (false body) s. if (condition) {

if body; (true body)

else body; (false body)

M. Nested if - Else Systax 1. if Condition) { if body; 3 else if (andition) { clse if body; delse if (condition) { else if body; else if body; else if body; else body; else body; else body;
1. if (condition) { if body; if (condition) { if body; if body; else if (condition) { clse if body; else if (condition) { else if body; else if body; else if body; else if body;
1. if (condition) { if body; if (condition) { if body; if body; else if (condition) { clse if body; else if (condition) { else if body; else if body; else if body; else if body;
3 else if (andition) { clse if body; gelse if (condition) { gelse if (condition) { else if body; else if body; else if body;
3 else if (andition) { clse if body; gelse if (condition) { gelse if (condition) { else if body; else if body; else if body;
delse Alse body; else if body;
delse Alse body; else if body;
else plate else it boog)
else bedui
else body;
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
2. if (condition) 2
if body;
3 else if (condition) &
gelse if Cond. From
elseif body;
3 else £
else body;
4
3. if (condition) &
if body;
Zelse if (condition) &
else if body;
2 else ?
else body;
2
if (condition) &
if body;
Eclse if (condition) {
else if body;
3 else ?
else body;
4
3

S. Instance relate to object This block executed when the object is created This block executed when the object is created Trustance block is executed before Constructor • Instance block is used for initializing the instance variable • This block executed when the object is created • Instance block is executed before Constructor Instance block is used for initializing the instance variable. This block executed when the object is created Instance block is executed before Constructor · Instance block is used for initializing the instance variable · This block executed when the object is created · Instance. block is executed before Constructor · Instance block is used for intigliging the instance variable. This block executed when the object is created Trustance block is executed before Constructor

6. Static relate to Class 5 times I . Static block is executed when class is loaded · Instance block is executed when object is before constructor . Constructor is executed when object is created 2. Static block is executed when class is loaded Constructor is executed when object is before Constructor 3. Static block is executed when class is loaded · Instance block is executed when object is before Constructor · Constructor is executed when object is Created 4. Static block is executed when objelass is loaded · Instance block is executed when object is before Constructor · Constructor is executed when object is Created 5. Static block is executed when class is loaded · Instance block is executed when object is before Constructor. · Constructor is executed when object is created

7. Switch S.		
1) Switch (expression	2) 5, 11	ch (expression) &
Case I III	المار رو عر	Case labita
case lables	The state of the s	Sout ();
Sout () break;	,	break)
Case labde2:	C	ase lable 25
Sout();		Souto;
break;		break;
Case lable n:	Co	ise lable no
Sout ()	pelo e santa salt	Sout()
break,	Light House	break;
default:	de	hault
sout ();		sout ().
		THE PROPERTY OF THE PARTY OF TH
2) switch (expression)	§ 4) sw	itch (expression) &
(ase lable 1 %		case lable I:
Sout();		Sout();
break;		bo eak!
Case lable 2°		Case lable 2:
Sout();	1967	Sout()
break',		break;
Case lable no	5.)	Case lablen:
break;	switch (expression)	
default:		break;
Sout();	Souto', break;	défaut:
3000)	Case lables:	SoutU;
	Soute,	Post file
	preak,	
	Case lablen:	
	Soutisi	
	break;	ALM THE RESERVE AND THE PERSON OF THE PERSON
	defaults	
	Soutci,	
aut/PH/NO.		

(8) Array-Single and Multi-Dimentiand Syntex Single dimensional Array. int d[] = \$10,20, 30,403; [7= { Jo, 20, 30, 403; 7 = 210, 20, 30, 403; d []= & 10, 20, 30, 40%; Approach 2 Dint[] a = new int[son]; 3. int []a; 9 [0] = 10; int []b; a [1] = 20; a[2] = 30; Q[3] = 40; 4. int []a; int Elb; Dint[] a = new int[100]; int ([];) 9 [0] = 10; 5 int []a; int []b; 9 [2] = 30; inte[];1 Bint [] a = new int [100]; Dints Ia = new int [200] [0]=10 ' 9[0]=10; Q [1]=20; a [1] = 20; q[2] = 30; a[3]=40', a[3] = no; 3) int [] a= new int [100]; 9 [0] = 10; 9 [1] = 20; 9[2] =30° 953]=40;

1	
Two/ Multi dimensional	3 into 1752 -
	3 inta[][] = new int[3][2];
m 9 [] [] = 100;	9[0][2]=200,
Dinla[][]= new int [3][2];	9[1][0]=300
intatti into Int	q [1] [1] = hor;
9507507 = 100;	9 [2] [0] = 500;
9[0][1] = 200	व [मे [मे = ६००)
9[1][0] = 300;	Sout ("Number of rows: "+ alength);
9 [1] [1] = 400;	Number of Column 14 1 of 7
9[2][0]:600;	for lintico; i ka, length: 1+1)5
9 [2] [1] = 600;	for (intizo; i <a.length; (intjzo;="" 1+1)="" <="" ei]="" for="" j="" j++)="" length;="" q="" th="" {="" {<=""></a.length;>
sout (" Number of rows! " + a length);	Scout (alistis);
sout ("Number of columns: " + 9 [0]. length);	3
For (inti=0; is allength; i++) & For (intj=0; is a lid. length; j++)&	· Je
- For (intj=05) ca [1]. length; j+1)?	3
Sout (asizsij);	D into [7 [7 = new int [3] [2];
	0[0][0]=100;
• • • • • • • • • • • • • • • • • • • •	9 [0] [1] = 200;
3	9[1][0]: 300;
Dinta[][]= new int[][2];	a [1] [1] = noo;
9[0][0]=100!	(503 [0] [2] [0]
9[0][1] = 200;	a [2] [3] = 600;
9 [1] [0] - 300;	Sout (" Number of rows: " + a length);
a [I] [I] suovi,	Sout (" Number of Fodges " + 9 [o] length;
9 [2] [0] = 500;	for (int i = 0; i < q. length; i+) f
a [2] [1] = 600;	for (int; zo; j < q [i], length; jtt) {
Sout (" Number of rows : " + a. length);	Sout (a [i][j]);
Sout (" Number of columns : " + a To], length);	2
For (intizo; i <a. ist="" length;="" of<="" th=""><th>4</th></a.>	4
for (int; - a; j ca[i]. length; i+) of	
Sout (asi I [i7).	1 9
4	
4	

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(3) int 9[][] = new int [3][2];
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