Day 5 – Control Statements in Java

Objective:

To understand and implement decision-making and looping control statements in Java to manage the flow of program execution.

Content:

Today, I learned about **control statements**, which determine the order in which instructions are executed in a program. These statements help in making decisions, repeating tasks, and controlling the flow of logic.

1. Decision-Making Statements

Used to execute specific blocks of code based on conditions.

- **if statement** executes a block if the condition is true.
- **if-else statement** provides alternative execution paths.
- **nested if statement** allows multiple conditions.
- **switch statement** selects one option from multiple cases.

Example:

```
int marks = 75;
if (marks >= 50)
    System.out.println("Pass");
else
    System.out.println("Fail");
```

Switch Example:

```
int day = 3;
```

```
switch (day) {
   case 1: System.out.println("Monday"); break;
   case 2: System.out.println("Tuesday"); break;
   case 3: System.out.println("Wednesday"); break;
   default: System.out.println("Invalid day");
}
```

2. Looping Statements

Used to execute a block of code repeatedly until a condition becomes false.

- for loop executes a fixed number of times.
- while loop executes while a condition remains true.
- **do-while loop** executes at least once before checking the condition.
- Enhanced for loop used for arrays and collections.

Example:

```
for (int i = 1; i <= 5; i++) {
    System.out.println("Count: " + i);
}</pre>
```

3. Jump Statements

Used to control the normal flow of loops.

- **break** exits the loop or switch.
- **continue** skips the current iteration.

Learning Outcome:

Understood how to control program flow using decision-making and looping statements. Practiced writing programs using if-else, switch, for, while, and do-while loops. Gained confidence in applying logical conditions and repetitive execution in Java programs.