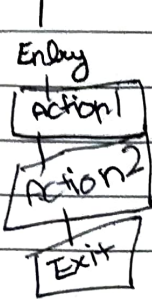


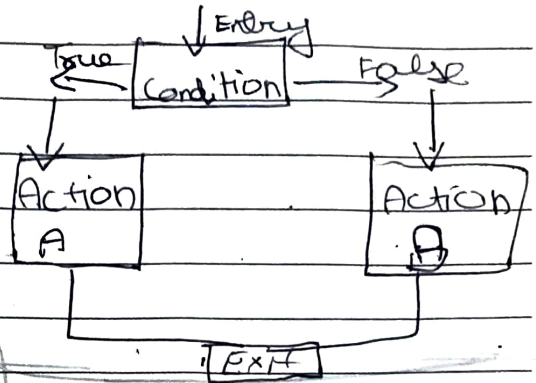
Ch3 Conditional instruction

1. Control structures

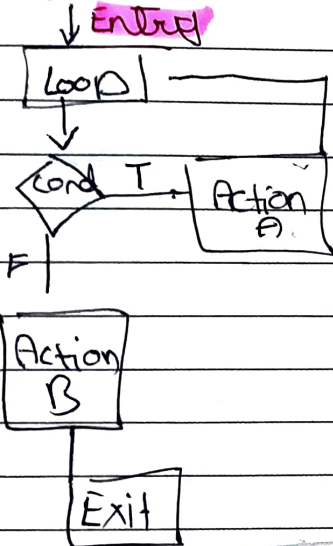
Sequence structures



Selection Structure



Loop structure



2. if-else statement

Syntax

```

if (i < 3) {
    cout << i;
} else if (i < 2) {
    cout << i;
} else {
    cout << i;
}
  
```

3 Switch Case

switch (expression) {

case 1:

{

action;

break;

}
default {

action;

break;

}