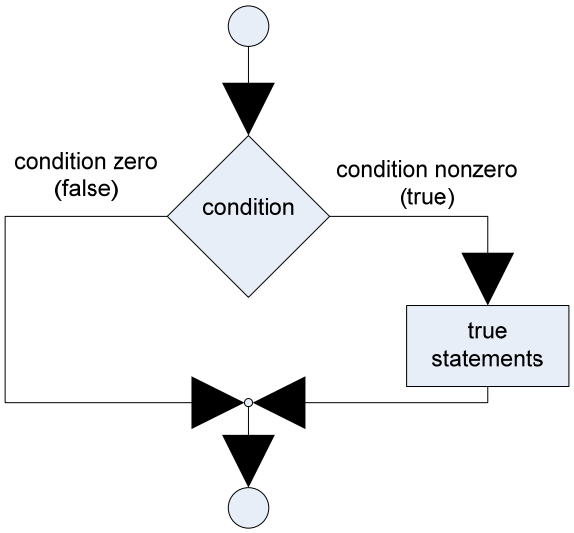
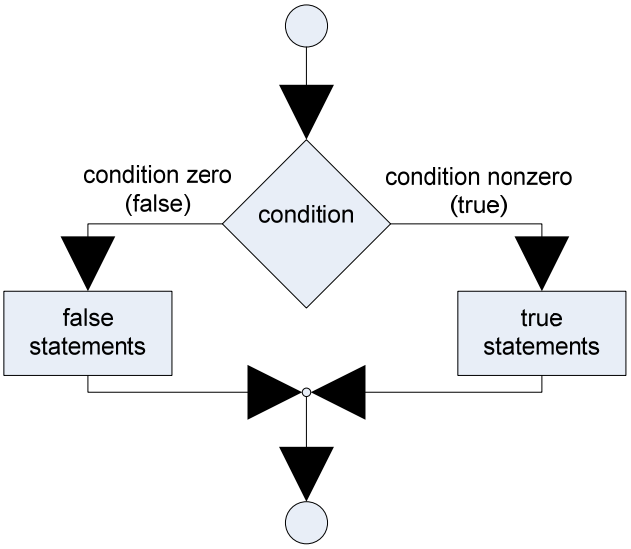
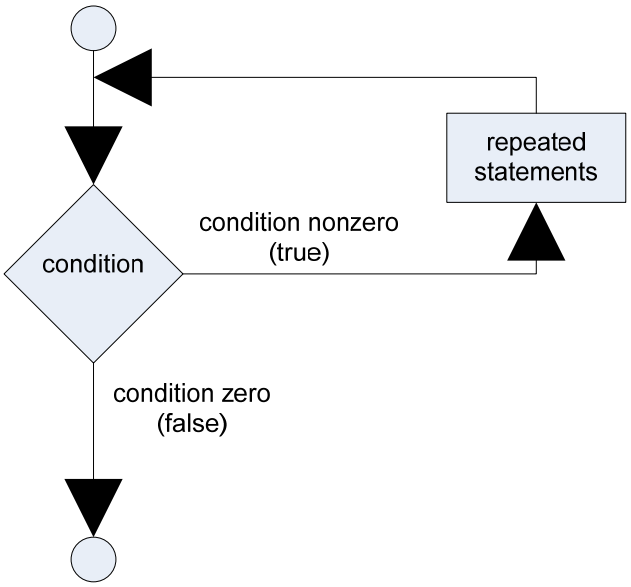
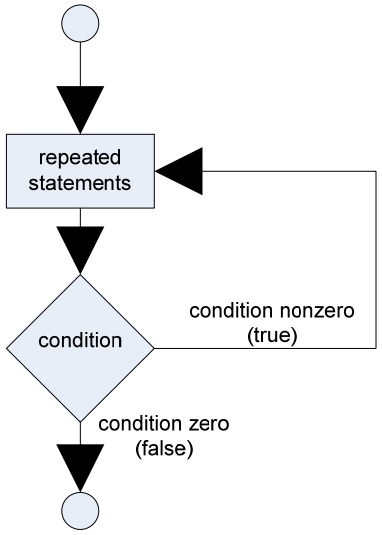
Control	Pseudo code	Flow diagram	C code

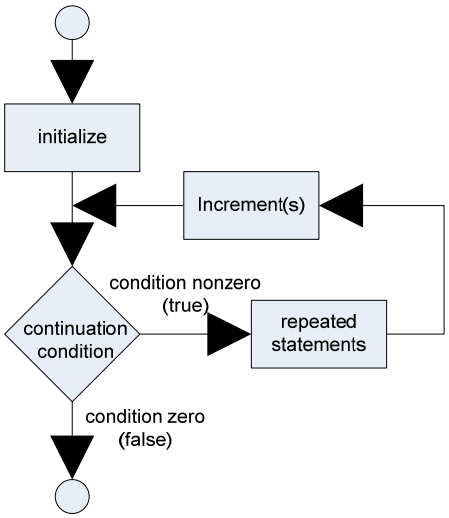
if selection	if condition is met then
	  perform statements
			`if (condition)`
			`  true statement;`
			
			OR
			
			`if (condition)`
			`{`
			`  true statements;`
			`}`

if ... else selection	if condition is met then
	  perform statements
	otherwise
	  perform statements
			`if (condition)`
			`  true statements;`
			`else`
			`  false statements;`
			
			OR
			
			`if (condition)`
			`{`
			`  true statements;`
			`}`
			`else`
			`{`
			`  false statements;`
			`}`

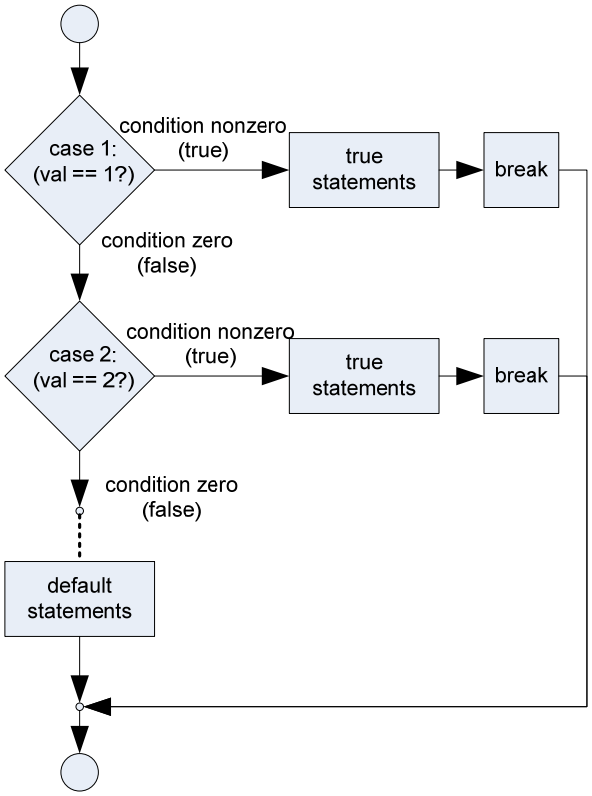
while repetition	while condition is met
	repeatedly
	  perform actions
			`while (condition)`
			`  repeated statement;`
			
			OR
			
			`while (condition)`
			`{`
			`  repeated statements;`
			`}`

<table>
<tr>
<td>do while
repetition</td>
<td>repeatedly
perform actions
while condition is met</td>
<td> 
</td>
<td><pre>
do
  repeated statement;
while (condition);

OR

do
{
 repeated statements;
}
while (condition);
</pre></td>
</tr>
<tr>
<td>for
repetition</td>
<td>initialize
evaluate condition
if condition repeatedly
perform actions
perform increment
re-evaluate condition</td>
<td> 
</td>
<td><pre>
for(initialize;
    condition;
    increment)
statement;

OR

for(initialize;
    condition;
    increment)
{
   statements;
}
</pre></td>
</tr>
<tr>
<td>switch
selection</td>
<td>for each case, from the first case, evaluate a value against cases.
if the value equal to case
perform actions
if "break",
exit switch
else
assume all remaining cases true
else evaluate next case.
if "default" reached
perform default actions
exit switch</td>
<td> 
</td>
<td><pre>
switch (val){
   case 1 :
      actions(s);
      break;
   case 2 :
      actions(s);
      break;
   default:
      actions(s);
   }

Note:
1. If the break is
omitted in a case, the
subsequent cases will
all evaluate and do so
as if true.
2. All the cases need
to be constant values.
3. default is optional
</pre></td>
</tr>
</table>