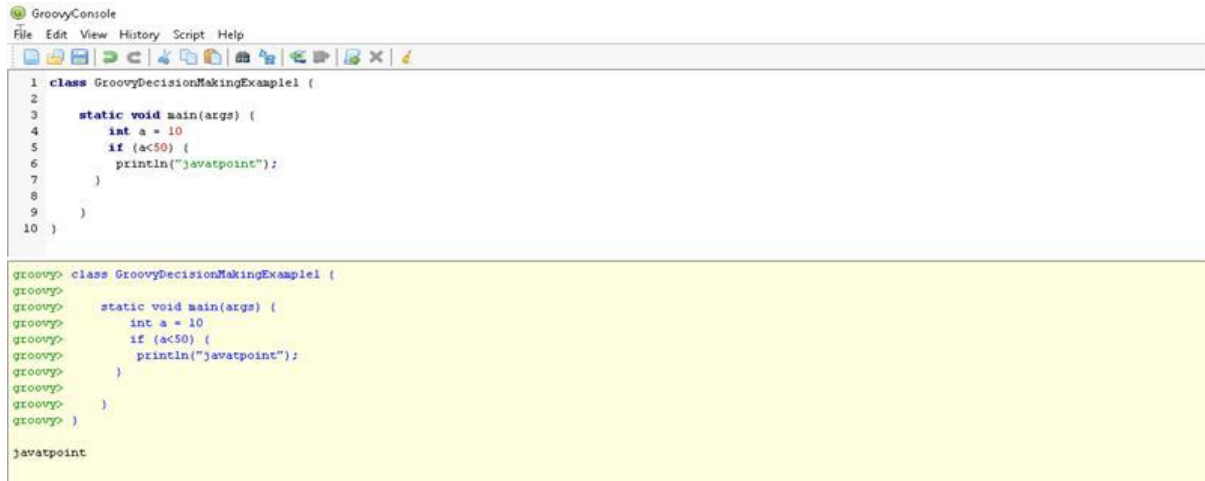


# GROOVY PROJECT

## DECISION MAKING:

### 1. IF Statement:



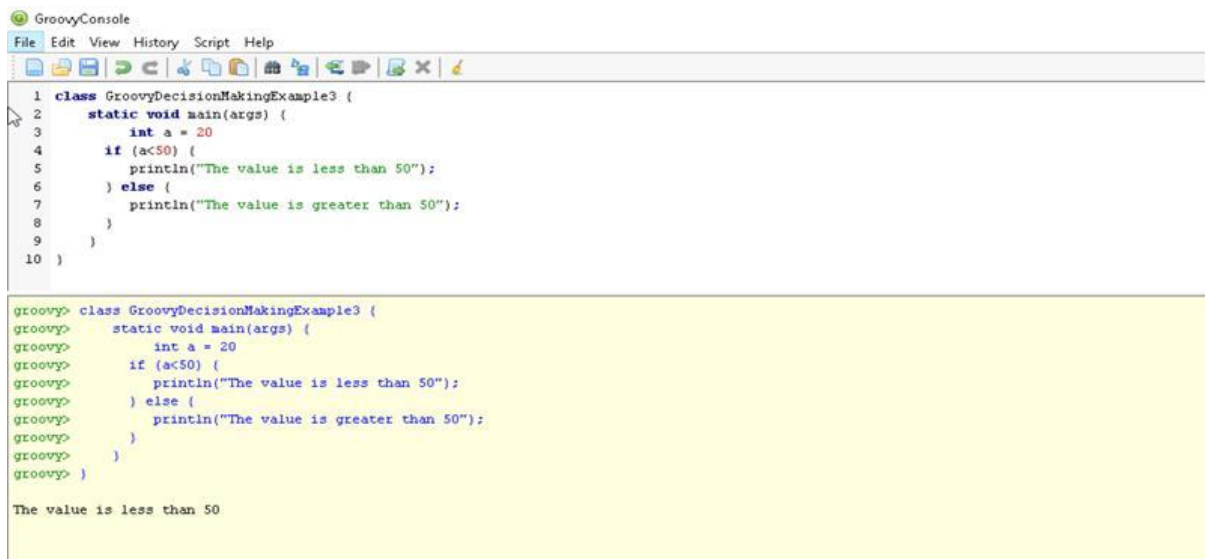
The screenshot shows the GroovyConsole application. The code editor contains the following Groovy code:

```
1 class GroovyDecisionMakingExample1 {
2
3     static void main(args) {
4         int a = 10
5         if (a<50) {
6             println("javatpoint");
7         }
8     }
9 }
10 }
```

The console output shows the result of running the code:

```
groovy> class GroovyDecisionMakingExample1 {
groovy> static void main(args) {
groovy>     int a = 10
groovy>     if (a<50) {
groovy>         println("javatpoint");
groovy>     }
groovy> }
javatpoint
```

### 2. IF- ELSE:



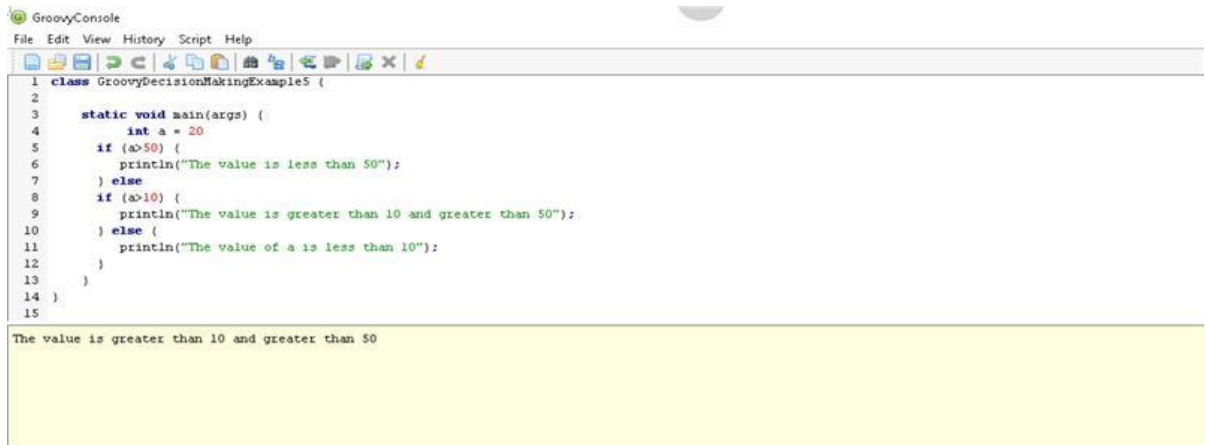
The screenshot shows the GroovyConsole application. The code editor contains the following Groovy code:

```
1 class GroovyDecisionMakingExample3 {
2     static void main(args) {
3         int a = 20
4         if (a<50) {
5             println("The value is less than 50");
6         } else {
7             println("The value is greater than 50");
8         }
9     }
10 }
```

The console output shows the result of running the code:

```
groovy> class GroovyDecisionMakingExample3 {
groovy> static void main(args) {
groovy>     int a = 20
groovy>     if (a<50) {
groovy>         println("The value is less than 50");
groovy>     } else {
groovy>         println("The value is greater than 50");
groovy>     }
groovy> }
The value is less than 50
```

### 3.NESTED – IF:



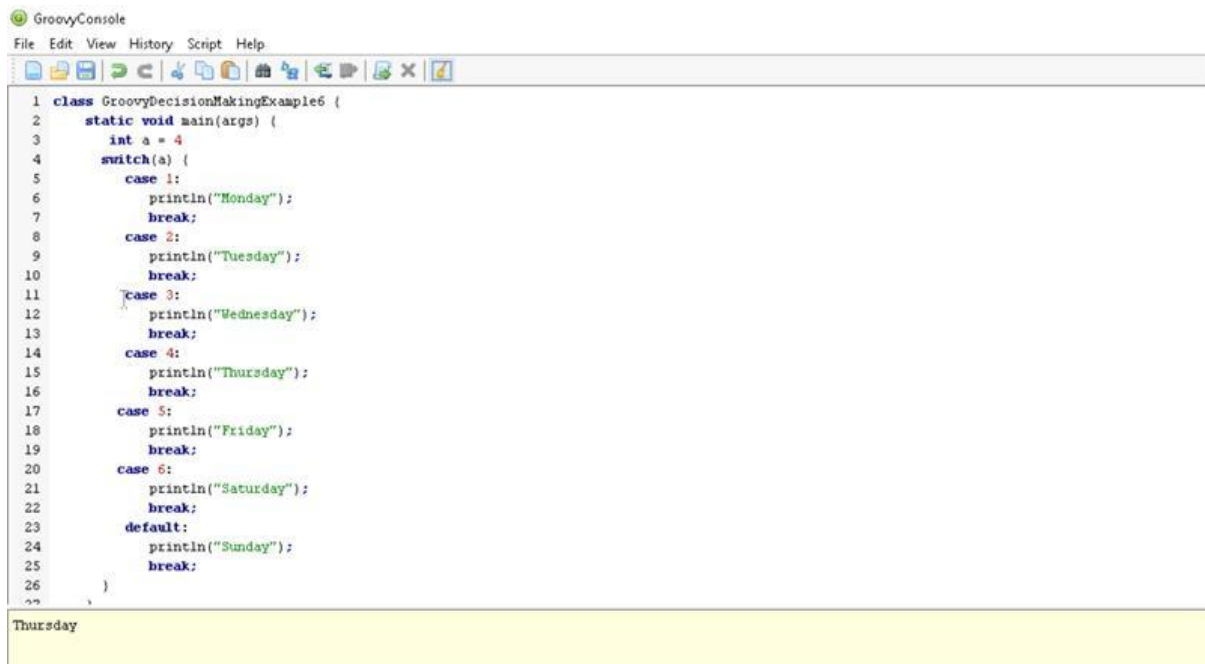
The screenshot shows the GroovyConsole application. The code editor contains the following Groovy code:

```
1 class GroovyDecisionMakingExample5 {
2
3     static void main(args) {
4         int a = 20
5         if (a>50) {
6             println("The value is less than 50");
7         } else
8         if (a>10) {
9             println("The value is greater than 10 and greater than 50");
10        } else {
11            println("The value of a is less than 10");
12        }
13    }
14 }
15 }
```

The console output shows the result of running the code:

```
The value is greater than 10 and greater than 50
```

## 4. SWITCH STATEMENTS:



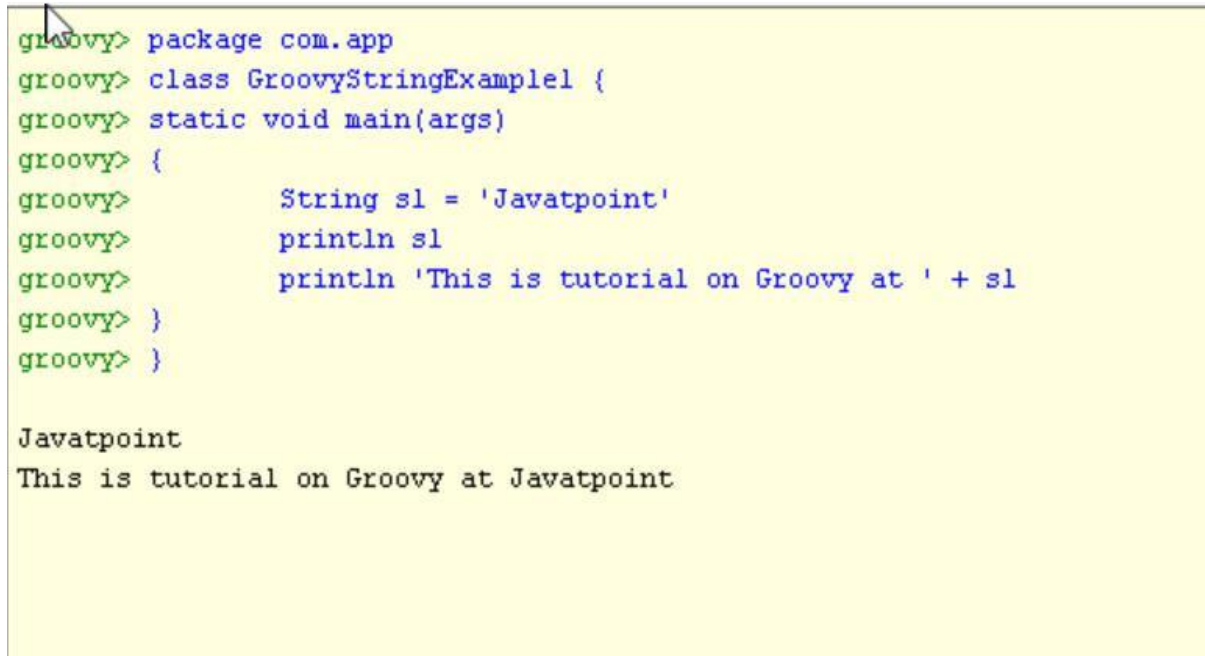
The screenshot shows a GroovyConsole window with a menu bar (File, Edit, View, History, Script, Help) and a toolbar. The code editor contains a Groovy script for a switch statement. The script defines a class `GroovyDecisionMakingExample6` with a `main` method. Inside the `main` method, an integer `a` is set to 4, and a `switch(a)` statement is used to print the corresponding day of the week. The cases are: 1: Monday, 2: Tuesday, 3: Wednesday, 4: Thursday, 5: Friday, 6: Saturday, and a default case for Sunday. The output of the script, displayed in the console area at the bottom, is "Thursday".

```
1 class GroovyDecisionMakingExample6 {
2     static void main(args) {
3         int a = 4
4         switch(a) {
5             case 1:
6                 println("Monday");
7                 break;
8             case 2:
9                 println("Tuesday");
10                break;
11             case 3:
12                 println("Wednesday");
13                 break;
14             case 4:
15                 println("Thursday");
16                 break;
17             case 5:
18                 println("Friday");
19                 break;
20             case 6:
21                 println("Saturday");
22                 break;
23             default:
24                 println("Sunday");
25                 break;
26         }
27     }
28 }
```

Thursday

## STRINGS

### Single quoted Strings



The screenshot shows a GroovyConsole window with a menu bar (File, Edit, View, History, Script, Help) and a toolbar. The code editor contains a Groovy script for a single quoted string example. The script defines a class `GroovyStringExample1` with a `main` method. Inside the `main` method, a `String` variable `s1` is assigned the value 'Javatpoint'. The script then prints `s1` and a concatenated string 'This is tutorial on Groovy at ' + `s1`. The output of the script, displayed in the console area at the bottom, is "Javatpoint" and "This is tutorial on Groovy at Javatpoint".

```
groovy> package com.app
groovy> class GroovyStringExample1 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = 'Javatpoint'
groovy>     println s1
groovy>     println 'This is tutorial on Groovy at ' + s1
groovy> }
groovy> }
```

Javatpoint  
This is tutorial on Groovy at Javatpoint

## Double quoted strings

```
groovy> package com.app
groovy> class GroovyStringExample2 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = "Javatpoint"
groovy>     println s1
groovy>     println "This is tutorial on Groovy at " + s1
groovy> }
groovy> }
```

Javatpoint

This is tutorial on Groovy at Javatpoint

```
groovy> package com.app
groovy> class GroovyStringExample3 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = "Javatpoint"
groovy>     println "This is tutorial on Groovy at ${s1} "
groovy>     println "This is tutorial on Groovy at $s1 "
groovy> }
groovy> }
```

This is tutorial on Groovy at Javatpoint

This is tutorial on Groovy at Javatpoint

## Triple quoted Strings

```
groovy> package com.app
groovy> class GroovyStringExample4 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = '''This is groovy tutorial and we are learning string'''
groovy>     println s1
groovy> }
groovy> }
```

This is groovy tutorial and we are learning string

```
groovy> package com.app
groovy> class GroovyStringExample5 {
groovy> static void main(args)
groovy> {
groovy> String s1 = '''This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5'''
groovy> println s1
groovy> }}
```

```
This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

```
groovy> package com.app
groovy> class GroovyStringExample6 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = """This is groovy tutorial and we are learning string"""
groovy>     println s1
groovy> }
groovy> }
```

This is groovy tutorial and we are learning string

```
groovy> package com.app
groovy> class GroovyStringExample7 {
groovy> static void main(args)
groovy> {
groovy> String s1 = """This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5"""
groovy>     println s1
groovy> }
groovy> }
```

```
This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

```
groovy> package com.app
groovy> class GroovyStringExample8 {
groovy> static void main(args)
groovy> {
groovy> String s1 = ""This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5""
groovy> println ""Hello $s1""
groovy> println ""Hey $s1""
groovy> }
groovy> }
```

```
Hello This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
Hey This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

```
groovy> package com.app
groovy> class GroovyStringExample9 {
groovy> static void main(args)
groovy> {
groovy> String s1 = /This is groovy tutorial and we are learning string/
groovy> println s1
groovy> }
groovy> }
```

```
This is groovy tutorial and we are learning string
```



```
groovy> package com.app
groovy> class GroovyStringExample11 {
groovy> static void main(args)
groovy> {
groovy> String s1 = /This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5/
groovy>         println s1
groovy> }}
```

This is line 1  
This is line 2  
This is line 3  
This is line 4  
This is line 5

```
groovy> package com.app
groovy> class GroovyStringExample11 {
groovy> static void main(args)
groovy> {
groovy> String s1 = /This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5/
groovy> println ""Hello ${s1}""
groovy> println ""Hey $s1""
groovy> }}
```

Hello This is line 1  
This is line 2  
This is line 3  
This is line 4  
This is line 5  
Hey This is line 1  
This is line 2  
This is line 3  
This is line 4  
This is line 5