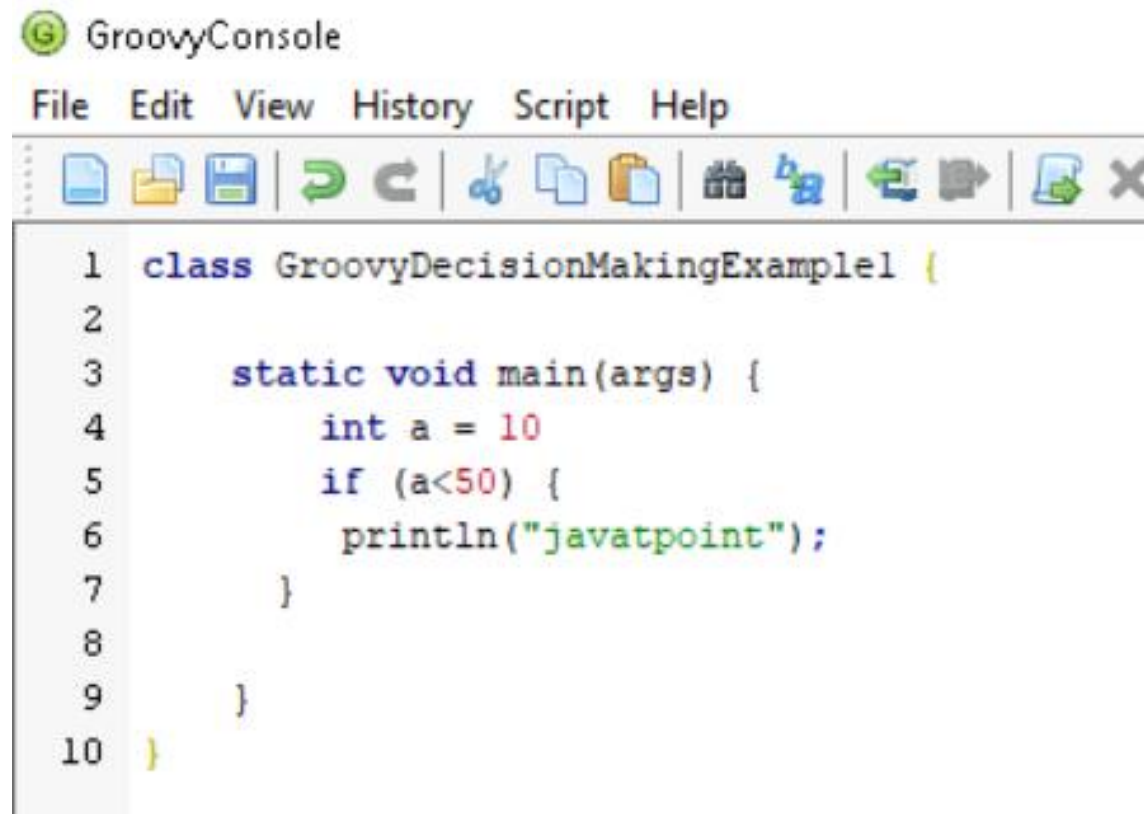


## Project in Groovy

### 1. Decision Making in Groovy

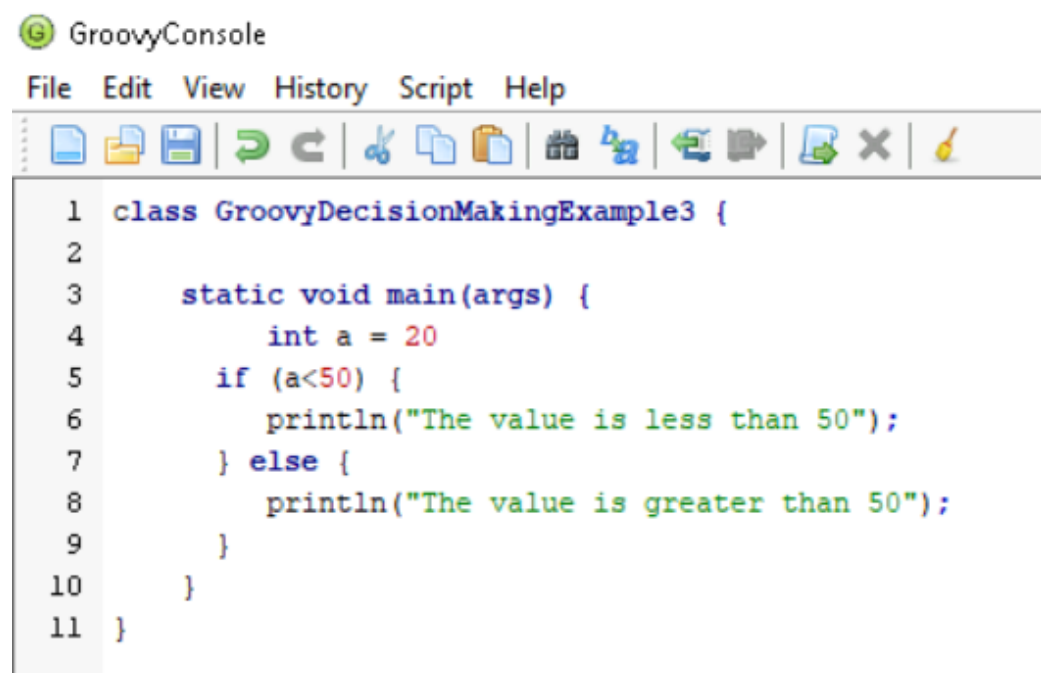


The screenshot shows the GroovyConsole application window. The title bar reads "GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations (new, open, save, save as), editing (undo, redo, cut, copy, paste), and execution (run, stop, refresh). The script editor displays the following 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 }
```

javatpoint

### 2. If else statement

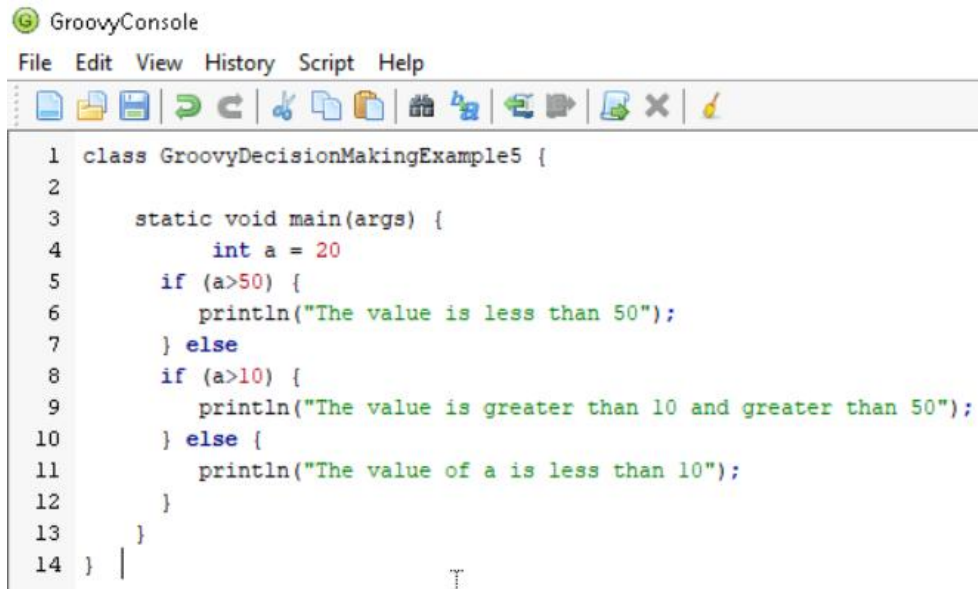


The screenshot shows the GroovyConsole application window. The title bar reads "GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations (new, open, save, save as), editing (undo, redo, cut, copy, paste), and execution (run, stop, refresh). The script editor displays the following code:

```
1 class GroovyDecisionMakingExample3 {  
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             println("The value is greater than 50");  
9         }  
10     }  
11 }
```

The value is less than 50

### 3. Nested if Statement



The screenshot shows the GroovyConsole application window. The title bar reads "GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations (new, open, save, print), editing (undo, redo, cut, copy, paste), and execution (run, stop, clear). The code editor displays 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 }
```

The value is greater than 10 and greater than 50

## 4. Switch Statement

```
GroovyConsole
File Edit View History Script Help

1 class GroovyDecisionMakingExample6 {
2
3     static void main(args) {
4         int a = 4
5
6         switch(a) {
7
8             case 1:
9                 println("Monday");
10                break;
11            case 2:
12                println("Tuesday");
13                break;
14            case 3:
15                println("Wednesday");
16                break;
17            case 4:
18                println("Thursday");
19                break;
20            case 5:
21                println("Friday");
22                break;
23            case 6:
24                println("Saturday");
25                break;
26            default:
27                println("Sunday");
28                break;
29        }
30    }
31 }
```

Thursday

## 5. String in Groovy

### 1. Example 1

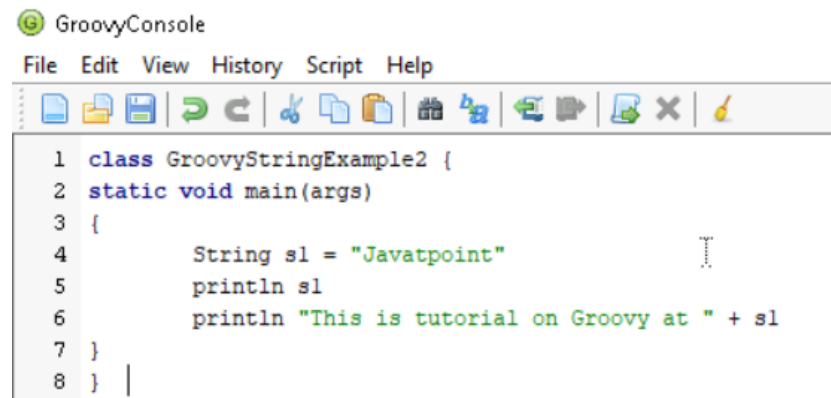
```
GroovyConsole
File Edit View History Script Help

1 class GroovyStringExample1 {
2     static void main(args)
3     {
4         String s1 = 'Javatpoint'
5         println s1
6         println 'This is tutorial on Groovy at ' + s1
7     }
8 }
```

Javatpoint

This is tutorial on Groovy at Javatpoint

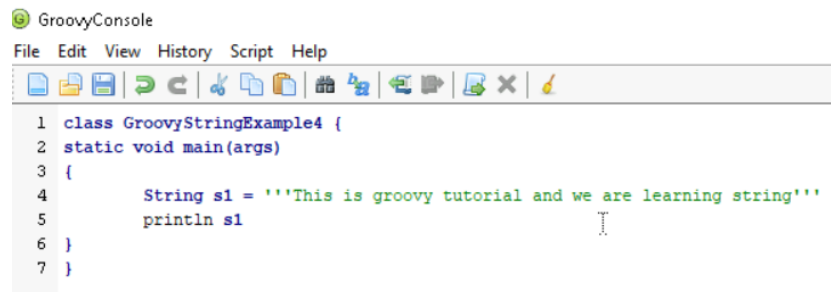
## 2. Double Quoted String



```
1 class GroovyStringExample2 {
2   static void main(args)
3   {
4       String s1 = "Javatpoint"
5       println s1
6       println "This is tutorial on Groovy at " + s1
7   }
8 }
```

```
Javatpoint
This is tutorial on Groovy at Javatpoint
```

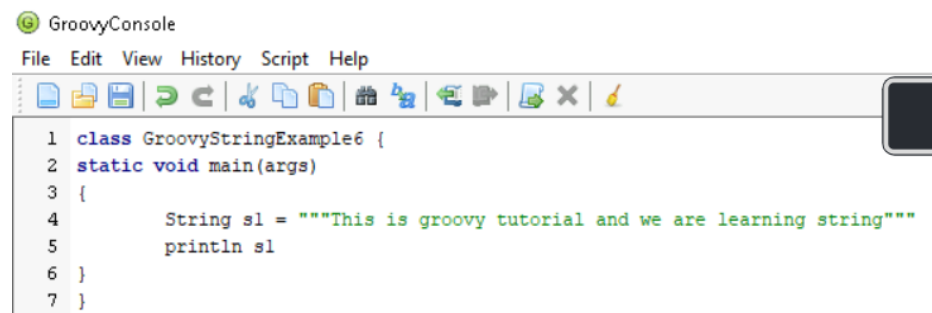
## 3. Triple Single Quoted



```
1 class GroovyStringExample4 {
2   static void main(args)
3   {
4       String s1 = '''This is groovy tutorial and we are learning string'''
5       println s1
6   }
7 }
```

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

## 4. Triple Double Quoted Groovy: -



```
1 class GroovyStringExample6 {
2   static void main(args)
3   {
4       String s1 = """This is groovy tutorial and we are learning string"""
5       println s1
6   }
7 }
```

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

## 5. Slashy String

G GroovyConsole

File Edit View History Script Help



```
1 class GroovyStringExample9 {  
2   static void main(args)  
3   {  
4     String s1 = /This is groovy tutorial and we are learning string/  
5     println s1  
6   }  
7 }
```

This is groovy tutorial and we are learning string

## 6. Dollar Slashy String

G GroovyConsole

File Edit View History Script Help



```
1 class GroovyStringExample9 {  
2   static void main(args)  
3   {  
4     String s1 = $/This is groovy tutorial and we are learning string /$  
5     println s1  
6   }  
7 }
```

This is groovy tutorial and we are learning string