



CONTROL STATEMENTS

Velocity



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VELOCITY
Praveen bhosle

Control Statements in java

Java compiler executes the code from top to bottom. The statements in the code are executed according to the order in which they appear. However, **Java provides statements that can be used to control the flow of Java code**. Such **statements are called control flow statements**. It is one of the fundamental features of Java, which provides a smooth flow of program.

We can majorly divide control statements in Java into three major types:

- Decision-making statement
- Loop statement
- Break/Continue statement

Decision-making statement

- As the name suggests, decision-making statements decide which statement to executed and when it should be executed.

- Decision-making statements evaluate the Boolean expression and control the program flow depending upon the result of the condition provided.

There are four types of control statements in java

1. If statement
2. If else statement
3. if-else-if ladder statement
4. Nested if statement
5. Switch statement.

1. If statement: It is the most basic statement among all control flow statements in Java. It evaluates a Boolean expression and enables the program to enter a block of code if the expression evaluates to true.

Syntax:

```
if (Condition) {  
    Statement 1;  
}  
Statement 2;
```

```

public class Demo {

    public static void main(String[] args) {

        int x = 10;
        int y = 12;
        if (x + y > 20) {
            System.out.println("x + y is greater than 20");
        }

    }

}

```

Console Markers Properties
 <terminated> Demo [Java Application] C:\Pr
 x + y is greater than 20

2. **If-else statement:** The if-else statement is an extension to the if-statement, which uses another block of code, i.e., else block. The else block is executed if the condition of the if-block is evaluated as false.

Syntax:

```

if(condition) {
    statement 1; //executes when condition is true
}
else {
    statement 2; //executes when condition is false
}

```

```

public class Demo {

    public static void main(String[] args) {

        int x = 10;
        int y = 12;
        if (x + y < 10) {
            System.out.println("x + y is less than 10");
        } else {
            System.out.println("x + y is greater than 20");
        }

    }

}

```

Console Markers Properties
 <terminated> Demo [Java Application] C:\Pr
 x + y is greater than 20

3. **if-else-if ladder statement:** The if-else-if statement contains the if-statement followed by multiple else-if statements.
 In other words, we can say that it is the chain of if-else statements that create a decision tree where the program may enter in any of the block of code where the condition is true. We can also define an else statement at the end of the chain.

Syntax:

```
If (condition 1) {  
statement 1; //executes when condition 1 is true  
}  
else if (condition 2) {  
statement 2; //executes when condition 2 is true  
}  
else if (condition 3) {  
statement 3; //executes when condition 3 is true  
}  
else {  
statement 2; //executes when all the conditions are false  
}
```

```
public class Demo {  
    public static void main(String[] args) {  
        int marks = 70;  
        if (marks >= 50 && marks < 60) {  
            System.out.println("D grade");  
        } else if (marks >= 60 && marks < 70) {  
            System.out.println("C grade");  
        } else if (marks >= 70 && marks < 80) {  
            System.out.println("B grade");  
        } else if (marks >= 80) {  
            System.out.println("A grade");  
        } else {  
            System.out.println("incorrect input");  
        }  
    }  
}
```

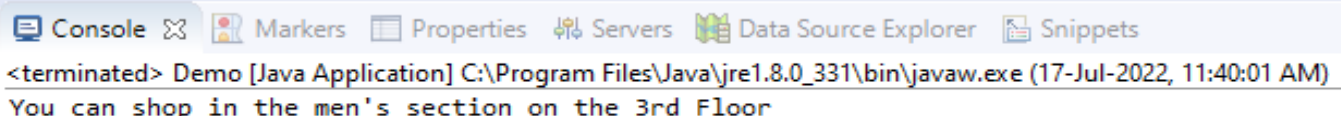
Console ✕ Markers Prop
<terminated> Demo [Java Application] !
B grade

4. **Nested if statement:** The nested if statement represents the if block within another if block. Here, the inner if block condition executes only when outer if block condition is true.
- In nested if-statements, the if statement can contain a if or if-else statement inside another if or else-if statement.

Syntax:

```
if (condition 1) {  
    statement 1; //executes when condition 1 is true  
}  
if (condition 2) {  
    statement 2; //executes when condition 2 is true  
}  
else {  
    statement 2; //executes when condition 2 is false  
}  
}
```

```
public class Demo {  
    public static void main(String[] args) {  
        int age = 20;  
        String gender = "male";  
        if (age > 18) {  
            // person is an adult  
            if (gender == "male") {  
                // person is a male  
                System.out.println("You can shop in the men's section on the 3rd Floor");  
            } else {  
                // person is a female  
                System.out.println("You can shop in the women's section on 2nd Floor");  
            }  
        } else {  
            // person is not an adult  
            System.out.println("You can shop in the kid's section on 1st Floor");  
        }  
    }  
}
```



The screenshot shows the bottom portion of an IDE window. At the top, there is a toolbar with icons for Console, Markers, Properties, Servers, Data Source Explorer, and Snippets. Below the toolbar, the console output is displayed. It starts with a prompt '<terminated>' followed by the application name 'Demo [Java Application]' and the full path to the Java runtime executable 'C:\Program Files\Java\jre1.8.0_331\bin\javaw.exe' along with the timestamp '(17-Jul-2022, 11:40:01 AM)'. The final line of output is 'You can shop in the men's section on the 3rd Floor'.

```
<terminated> Demo [Java Application] C:\Program Files\Java\jre1.8.0_331\bin\javaw.exe (17-Jul-2022, 11:40:01 AM)  
You can shop in the men's section on the 3rd Floor
```

5. **Switch statement:** A switch statement in java is used to execute a single statement from multiple conditions. The switch statement can be used with short, byte, int, long, enum types, etc. Usage of break statement is made to terminate the statement sequence. It is optional to use this statement.

Syntax:

```
switch(expression) {
```

```
case value1:
```

```
//code to be executed;
```

```
break; //optional
```

```
case value2:
```

```
//code to be executed;
```

```
break; //optional
```

```
.....
```

```
default:
```

```
code to be executed if all cases are not matched;
```

```
}
```

```
public class Demo {
```

```
    public static void main(String[] args) {
```

```
        // Declaring a variable for switch expression
```

```
        int number = 20;
```

```
        // Switch expression
```

```
        switch (number) {
```

```
            // Case statements
```

```
            case 10:
```

```
                System.out.println("10");
```

```
                break;
```

```
            case 20:
```

```
                System.out.println("20");
```

```
                break;
```

```
            case 30:
```

```
                System.out.println("30");
```

```
                break;
```

```
            // Default case statement
```

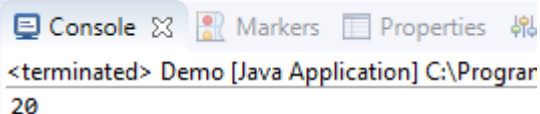
```
            default:
```

```
                System.out.println("Not in 10, 20 or 30");
```

```
        }
```

```
    }
```

```
}
```



The screenshot shows the bottom portion of an IDE window. It features three tabs: 'Console', 'Markers', and 'Properties'. The 'Console' tab is active and displays the text '<terminated> Demo [Java Application] C:\Prograr' followed by the number '20' on the next line.