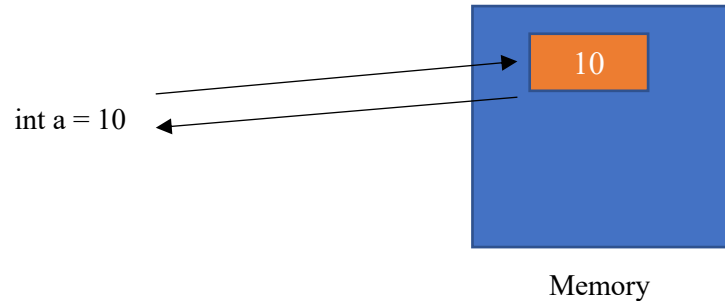**Variable**
- It is name of memory location.
- It is user defined given by user.
- Variable can store any type of value.
- One variable can store one information at a time and it can be change.

int a = 10

10

Memory

Control statements

It is used to control the flow of execution of program based on certain condition
1. If statement
2. If else statement
3. Else if statement
4. Nested if statement
5. Switch statement

1. If statement

It is used to decide whether certain statement or block of statement will be executed or not i.e. if the condition is true then only

2. If else statement

Else statement execute a block of code when condition is false

Program:

```
package ControlProg;

public class IfStatementStudentResult {

//To check student is pass or not in maths exam
	public static void main(String[] args) {

		int mathsMarks = 39;

		if(mathsMarks >= 40)
		{
			System.out.println("Student is pass in maths");
		}
		else
		{
			System.out.println("Student is fail in maths");
		}

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

```java
            System.out.println("Good Morning !");
        }
}
```

//Assignment :- Voting, Blood donation (weight = 50), Marriage