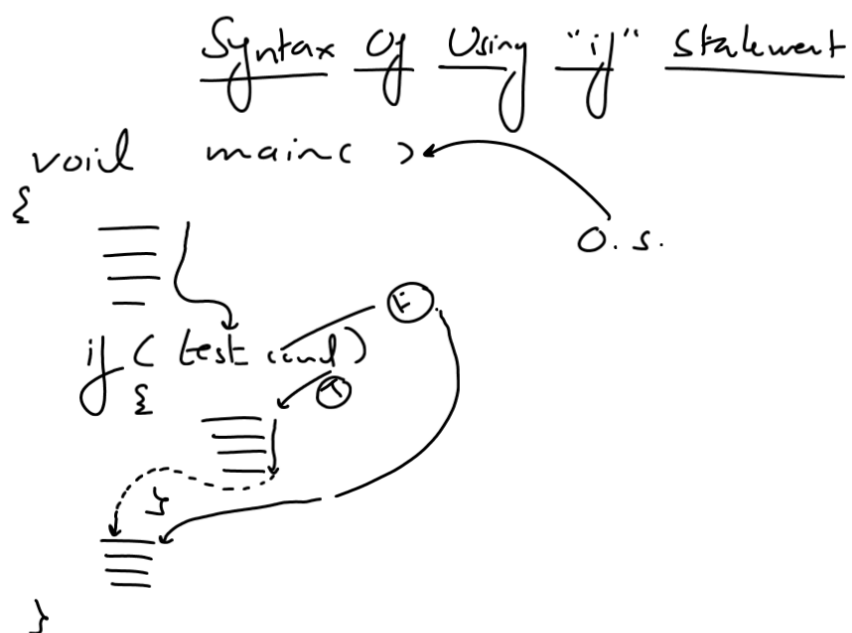


DECISION CONTROL STATEMENTS

- | | |
|-------------------------|--------------|
| ① if | ⑤ switch |
| ② if...else ✓ | ⑥ ternary op |
| ③ if...else if...else ✓ | ⑦ goto |
| ④ nested if | |



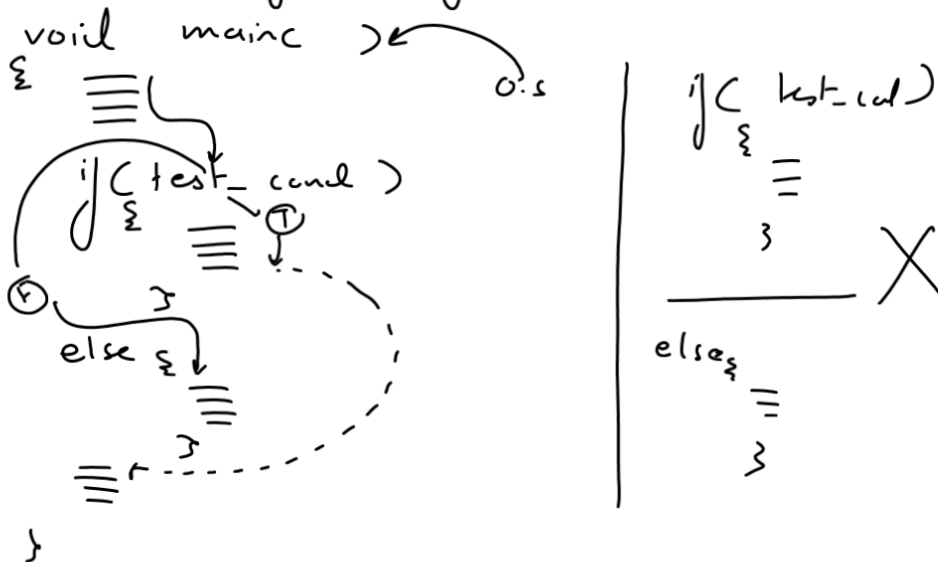
WAP to accept an integer from the user and check whether it is positive or negative.
Assume that the user will not input 0

$\frac{5}{a}$

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int a;
    clrscr();
    printf("Enter an int:");
    scanf("%d",&a);
}
```

```
if(a>0)
{
    printf("Positive Number"); ✓
}
if(a<0)
{
    printf("Negative Number");
}
getch();
}
```

Syntax of "if - else"



Previous Code Using "if-else"

```
#include <stdio.h>
#include <conio.h>
void main()
```

```
{
    int a;
    clrscr();
    printf("Enter an int:");
    scanf("%d",&a);
}
```

-5
a

```
if(a>0)
{
    printf("Positive Number"); ✓
}
else
{
    printf("Negative Number");
}
getch();
}
```

```
if(a>0)
{
    printf("Positive Number"); ✓
}
if(a<0)
{
    printf("Negative Number");
}
if(a==0)
{
    printf("Num is zero");
}
getch();
```

Syntax of "if - else if - else"

```

void main()
{
    if (test_cond)
    {
        // ...
    }
    else if (test_cond)
    {
        // ...
    }
    else
    {
        // ...
    }
}
  
```

Q.S.

Final Version of Previous Code

```

#include <stdio.h>
#include <conio.h>
void main()
{
    int a;
    clrscr();
    printf("Enter an int:");
    scanf("%d", &a);
}
  
```

0
a

```

if(a>0)
{
    printf("Positive Number"); ✓
}
else if(a<0)
{
    printf("Negative Number");
}
else
{
    printf("Num is zero");\
}
getch();
}
  
```