**Control statements**

Control statement alters the flow of execution of a program. If the block of code should be executed or not is decided by the condition specified in the control stalemates.

There are different types of control statements.

1. Selection statement.
2. Looping statement.
3. Branching statement.

Selection statement

If else statement

If the given condition is true then if block will be executed, if condition is false then false block will be executed.

Syntax:

if(condition)

{

//true block

Statements;

}

Else

{

//false block;

Statement;

}

Eg :

if(age>=18)

{

//if age is greater then 18 following things will execute

NSLog(@"eligible for voting");

}

else

{

//executes when age is below 18

NSLog(@"not eligible for voting");

}

**If else if condition**

It is used when we want to specify more than one condition in a program then if else if will be used.

Syntax:

if(condition)

{

Statements;

}

else if(conditon)

{

Statement;

}

else

{

Statements;

}

Eg :

if(percentage>=80 && percentage<=100)

{

NSLog(@"FCD");

}

else if(percentage>=60 && percentage<80)

{

NSLog(@"FC");

}

else if(percentage>=50 && percentage<60)

{

NSLog(@"SC");

}

else if(percentage>=35 && percentage<50)

{

NSLog(@"Pass");

}

else if(percentage >=1 && percentage<35)

{

NSLog(@"fail");

}

else

NSLog(@"invalid");

**Operators**

These are the operators used with control statements.

|  |  |
| --- | --- |
| operators | description |
| a==b | Equal to |
| a!=b | Not equal to |
| a>b | Greater than |
| a<b | Less than |
| a>=b | Greater than or equal to |
| !a | negation |
| a&&b | Logical and |
| a||b | Logical or |

**Looping statements**

**For loop:**

If you want to execute group of statements repeatedly then we can use for loop. Group of statements will be executed until the specified condition becomes false.

**Syntax:**

For(initialization;condition;increment/decrement)

{

//Statements;

}

Eg:

for(i=0;i<=n;i++)

{

NSLog(@"%d",i);

}