1) What are the different control flow statements available in Java?

The control flow statements in Java allow you to run or skip blocks of code when special conditions are met.

## if Statement:

The “if” statement in Java works exactly like in most programming languages. With the help of “if” you can choose to execute a specific block of code when a predefined condition is met. The structure of the “if” statement in Java looks like this:

If (condition){

// execution code

}

## if else Statement:

With this statement you can control what to do if the condition is met and what to do otherwise.

If (condition){

// execution code

}else{

// execution code

}

## The switch Statement:

In some cases you can avoid using multiple if-s in your code and make your code look better.

Switch(variable) {

Case value1:

//statements

Break;

Case value2:

//statements

Break;

Default: (optional)

//statements

Break;

}

2) What is the difference between Break and Continue Statements in Java?

Both “break” and “continue” are the ‘jump’ statement, that transfer control of the program to another part of the program. Java supports three jump statements ‘break’ ‘continue’ and ‘return’. The main difference between break and continue is that break is used for immediate termination of loop whereas, continue terminate current iteration and resumes the control to the next iteration of the loop.

| **BASIS FOR COMPARISON** | **BREAK** | **CONTINUE** |
| --- | --- | --- |
| Task | It terminates the execution of remaining iteration of the loop. | It terminates only the current iteration of the loop. |
| Control after break/continue | 'break' resumes the control of the program to the end of loop enclosing that 'break'. | 'continue' resumes the control of the program to the next iteration of that loop enclosing 'continue'. |
| Causes | It causes early termination of loop. | It causes early execution of the next iteration. |
| Continuation | 'break' stops the continuation of loop. | 'continue' do not stops the continuation of loop, it only stops the current iteration. |
| Other uses | 'break' can be used with 'switch', 'label'. | 'continue' can not be executed with 'switch' and 'labels'. |