Control statements: Used to control the flow of program
→ conditional statements. eg: if, if-else, switch etc
→ Iterative statements: loops, break statements.

int
char
long
boolean
String → Language

1. You are given as input marks of a student.
2. Display an appropriate message based on the following rules:
   2.1 for marks above 90, print excellent.
   2.2 for marks above 80 and less than equal to 90, print good.
   2.3 for marks above 70 and less than equal to 80, print fair.
   2.4 for marks above 60 and less than equal to 70, print meets expectations.
   2.5 for marks less than equal to 60, print below par.

int marks: 78

```
int Number = sc.nextInt();

1. if (Number>90) {
       System.out.println(Number + " Excellent ");
2. }else if (Number >80){
       System.out.println(Number + " Good ");
3. }else if (Number >70){
       System.out.println(Number + " Fair ");
4. }else if (Number >60){
       System.out.println(Number + " Meet Expectations");
5. }else if (Number <60 ){
       System.out.println(Number + " Below par" );
   }
```

○ if-condition:

condition

```
if ( ) {
   code
}
```

age = 18 bada
License
age = 18. 2 matty
age chota.
Abhi license nhi

○ Rules of conditional statements:

i) Always the first truth wins.
ii) else should always be the last, in each chunk.
iii) else-if and else can't exist without if.
iv) there can be multiple else-if in a chunk but only a single else.

String s1 = "Random"
String s2 = sc.next();

int val1 = 10
int val2 = sc.nextInt();
true.

Random

syout(ans);

false

.equals();

* Don't use == for Strings. Instead use .equals().