

Control Flow Statement

Dart Programming – If Else Statement (if , if..else, Nested if, if-else-if)

Decision-making statements are those statements that allow the programmers to decide which statement should run in different conditions. There are four ways to achieve this:

if Statement:

This type of statement simply checks the condition and if it is true the statements within it are executed but if it is not then the statements are simply ignored in the code.

```
Syntax:
if ( condition ){
    // body of if
}
```

if...else Statement:

This type of statement simply checks the condition and if it is true, the statements within are executed but if not then else statements are executed.

```
Syntax:
if ( condition ){
    // body of if
}
else {
    // body of else
}
```

else...if Ladder:

This type of statement simply checks the condition and if it is true the statements within it are executed but if it is not then other if conditions are checked, if they are true then they are executed, and if not then the other if conditions are checked. This process is continued until the ladder is completed.

Syntax:

```
if ( condition1 ){
    // body of if
}
else if ( condition2 ){
    // body of if
}
.
.
.
else {
    // statement
}
```

Nested if Statement:

This type of statement checks the condition and if it is true then the if statement inside it checks its condition and if it is true then the statements are executed otherwise else statement is executed.

Syntax:

```
if ( condition1 ){
    if ( condition2 ){
        // Body of if
    }
    else {
        // Body of else
    }
}
```

Switch Case in Dart

In Dart, switch-case statements are a simplified version of the nested if-else statements. Its approach is the same as that in Java.

Syntax:

```
switch ( expression ) {  
    case value1: {  
        // Body of value1  
    } break;  
    case value2: {  
        //Body of value2  
    } break;  
    .  
    .  
    .  
    default: {  
        //Body of default case  
    } break;  
}
```

Implementation of Switch Case

```
void main()  
{  
    int fig = 1;  
    switch (gfg) {  
    case 1: {  
        print("number 1");  
    } break;  
    case 2: {  
        print("number 2");  
    } break;  
    case 3: {  
        print("number 3");  
    } break;  
}
```

```
        default: {  
            print("This is default case");  
        } break;  
    }  
}
```

Output:

```
number 1
```