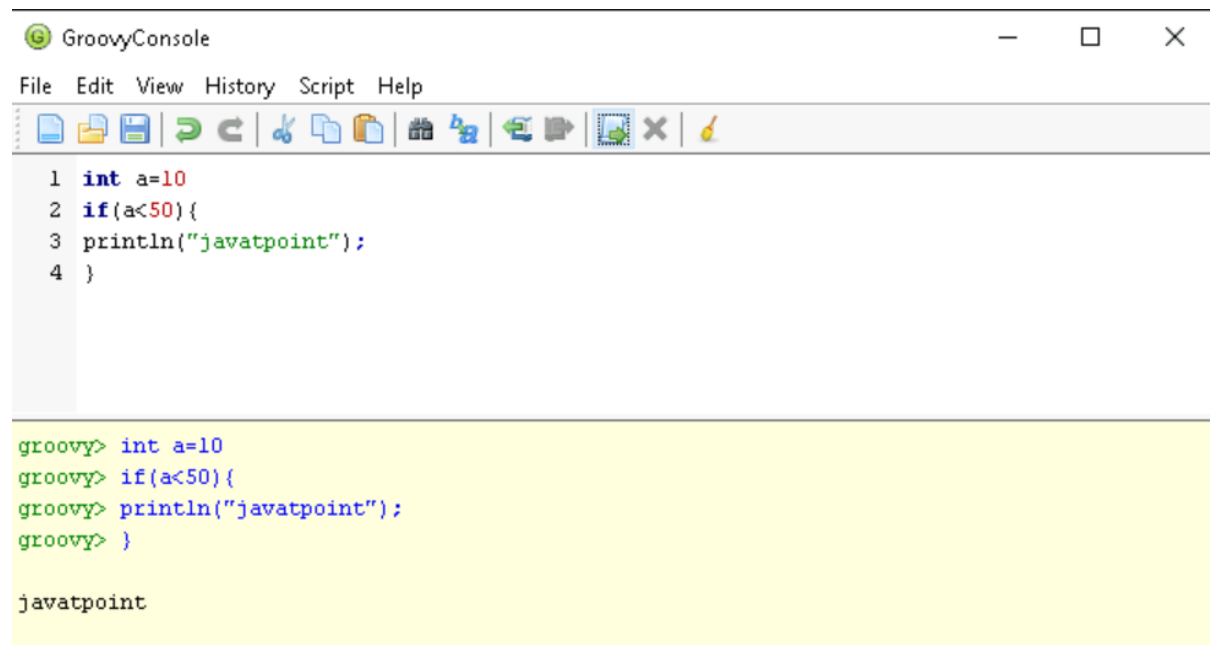


Decision Making in Groovy

If Statement

Q.



The screenshot shows the GroovyConsole application window. The title bar reads "GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations (new, open, save, delete), editing (undo, redo, cut, copy, paste), and execution (run, stop, clear). The script area contains the following code:

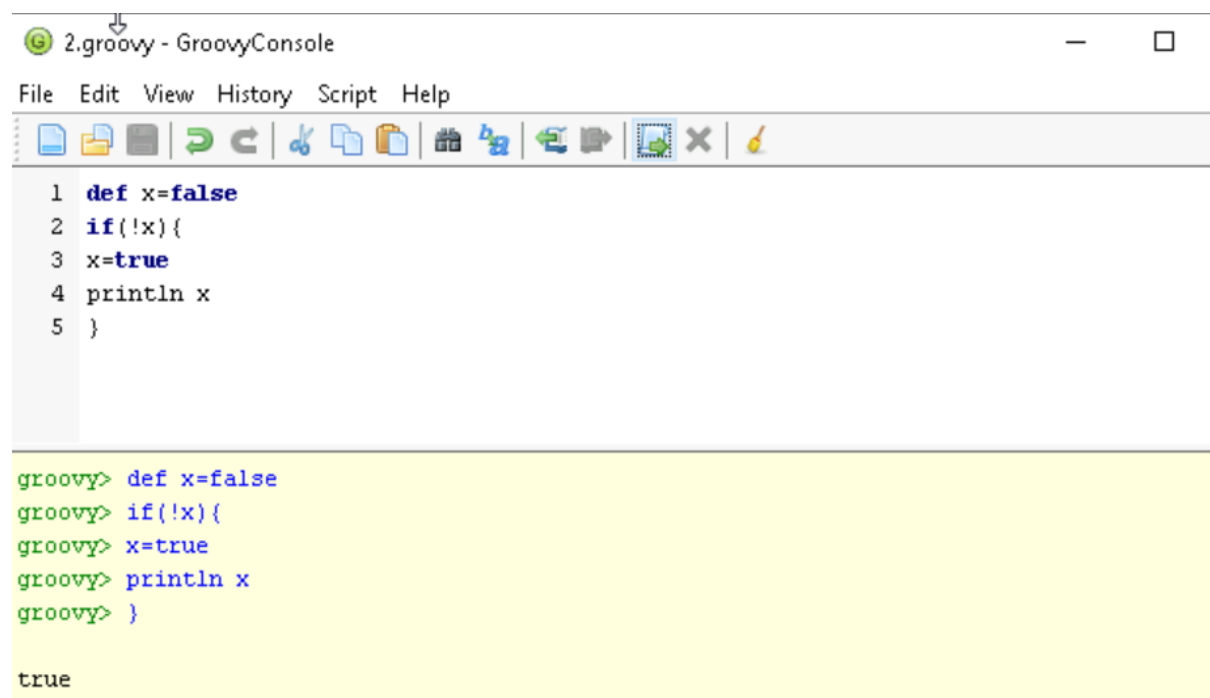
```
1 int a=10
2 if(a<50){
3     println("javatpoint");
4 }
```

The console output area shows the execution of the script:

```
groovy> int a=10
groovy> if(a<50){
groovy>     println("javatpoint");
groovy> }

javatpoint
```

Q.



The screenshot shows the GroovyConsole application window. The title bar reads "2.groovy - GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations (new, open, save, delete), editing (undo, redo, cut, copy, paste), and execution (run, stop, clear). The script area contains the following code:

```
1 def x=false
2 if(!x){
3     x=true
4     println x
5 }
```

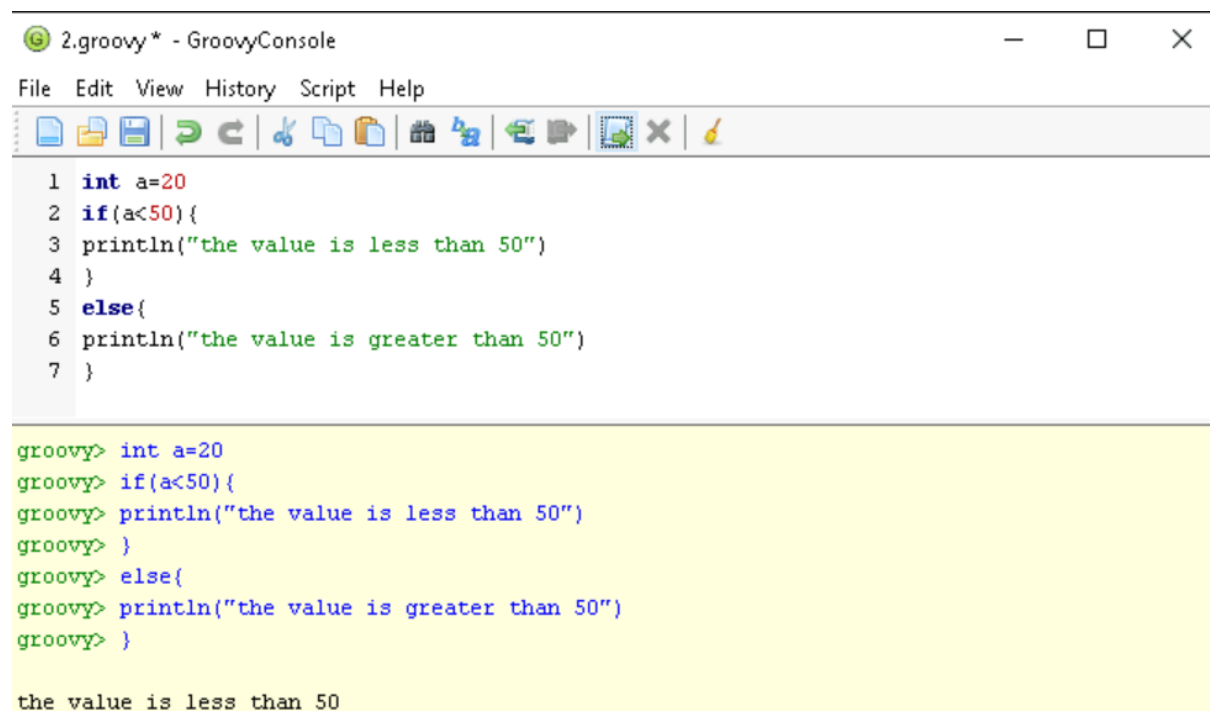
The console output area shows the execution of the script:

```
groovy> def x=false
groovy> if(!x){
groovy>     x=true
groovy>     println x
groovy> }

true
```

If Else Statement

Q.



The screenshot shows a GroovyConsole window titled "2.groovy* - GroovyConsole". The menu bar includes File, Edit, View, History, Script, and Help. The toolbar contains icons for file operations and execution. The code editor displays the following Groovy code:

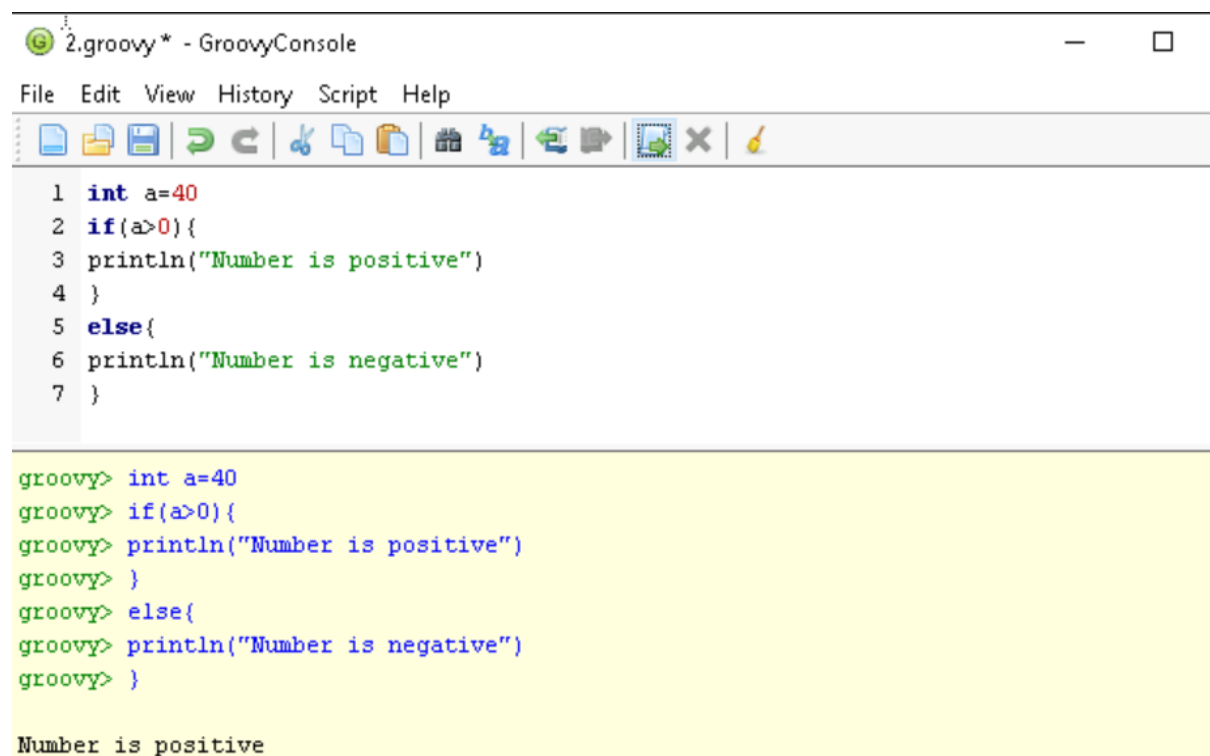
```
1 int a=20
2 if(a<50){
3     println("the value is less than 50")
4 }
5 else{
6     println("the value is greater than 50")
7 }
```

The console output area shows the command history and the result of the execution:

```
groovy> int a=20
groovy> if(a<50){
groovy>     println("the value is less than 50")
groovy> }
groovy> else{
groovy>     println("the value is greater than 50")
groovy> }
```

the value is less than 50

Q.



The screenshot shows a GroovyConsole window titled "2.groovy* - GroovyConsole". The menu bar includes File, Edit, View, History, Script, and Help. The toolbar contains icons for file operations and execution. The code editor displays the following Groovy code:

```
1 int a=40
2 if(a>0){
3     println("Number is positive")
4 }
5 else{
6     println("Number is negative")
7 }
```

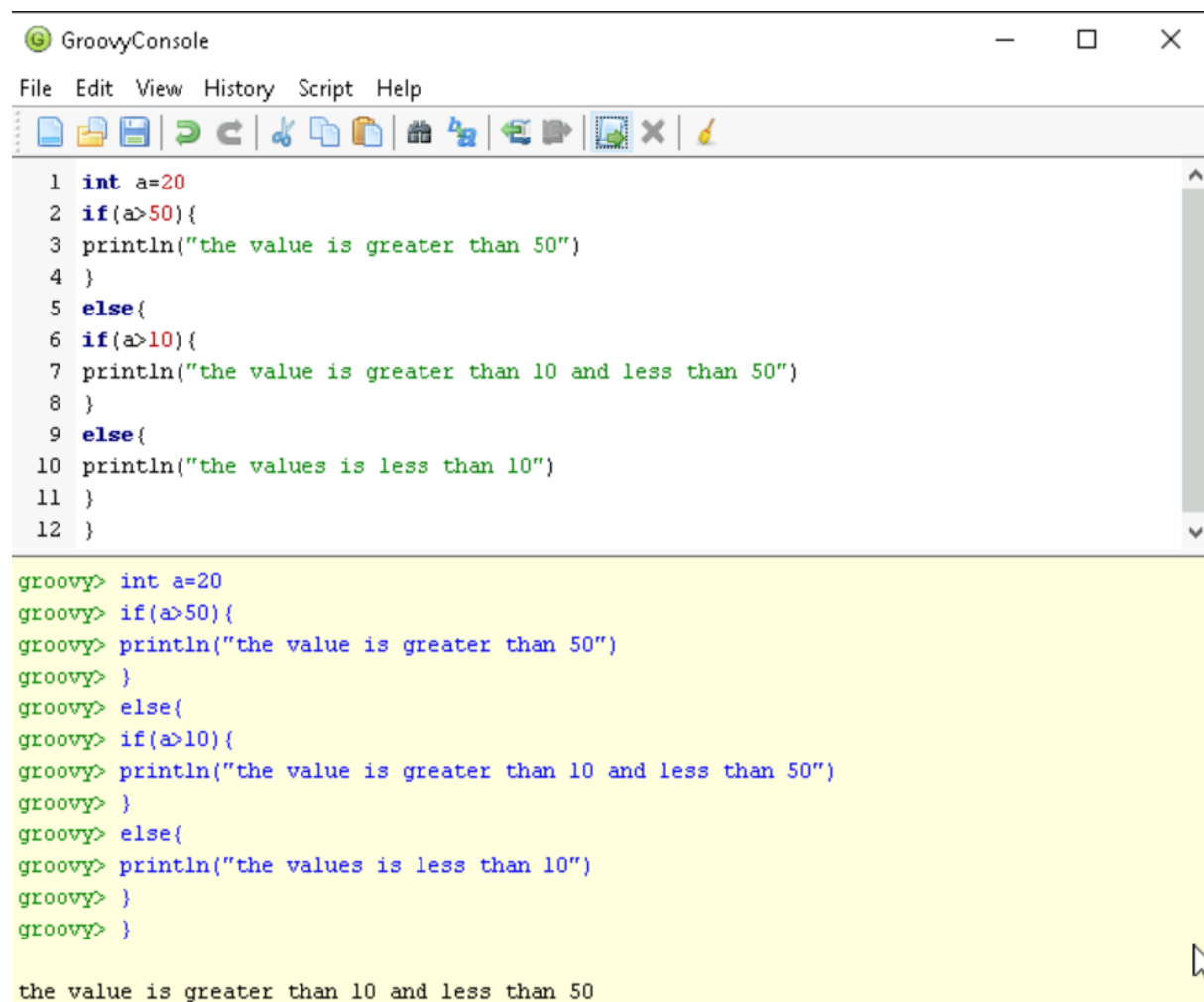
The console output area shows the command history and the result of the execution:

```
groovy> int a=40
groovy> if(a>0){
groovy>     println("Number is positive")
groovy> }
groovy> else{
groovy>     println("Number is negative")
groovy> }
```

Number is positive

Nested If Statement

Q.



The screenshot shows a window titled "GroovyConsole" with a menu bar (File, Edit, View, History, Script, Help) and a toolbar. The main text area contains a Groovy script with a nested if statement. The script is as follows:

```
1 int a=20
2 if(a>50){
3     println("the value is greater than 50")
4 }
5 else{
6     if(a>10){
7         println("the value is greater than 10 and less than 50")
8     }
9     else{
10        println("the values is less than 10")
11    }
12 }
```

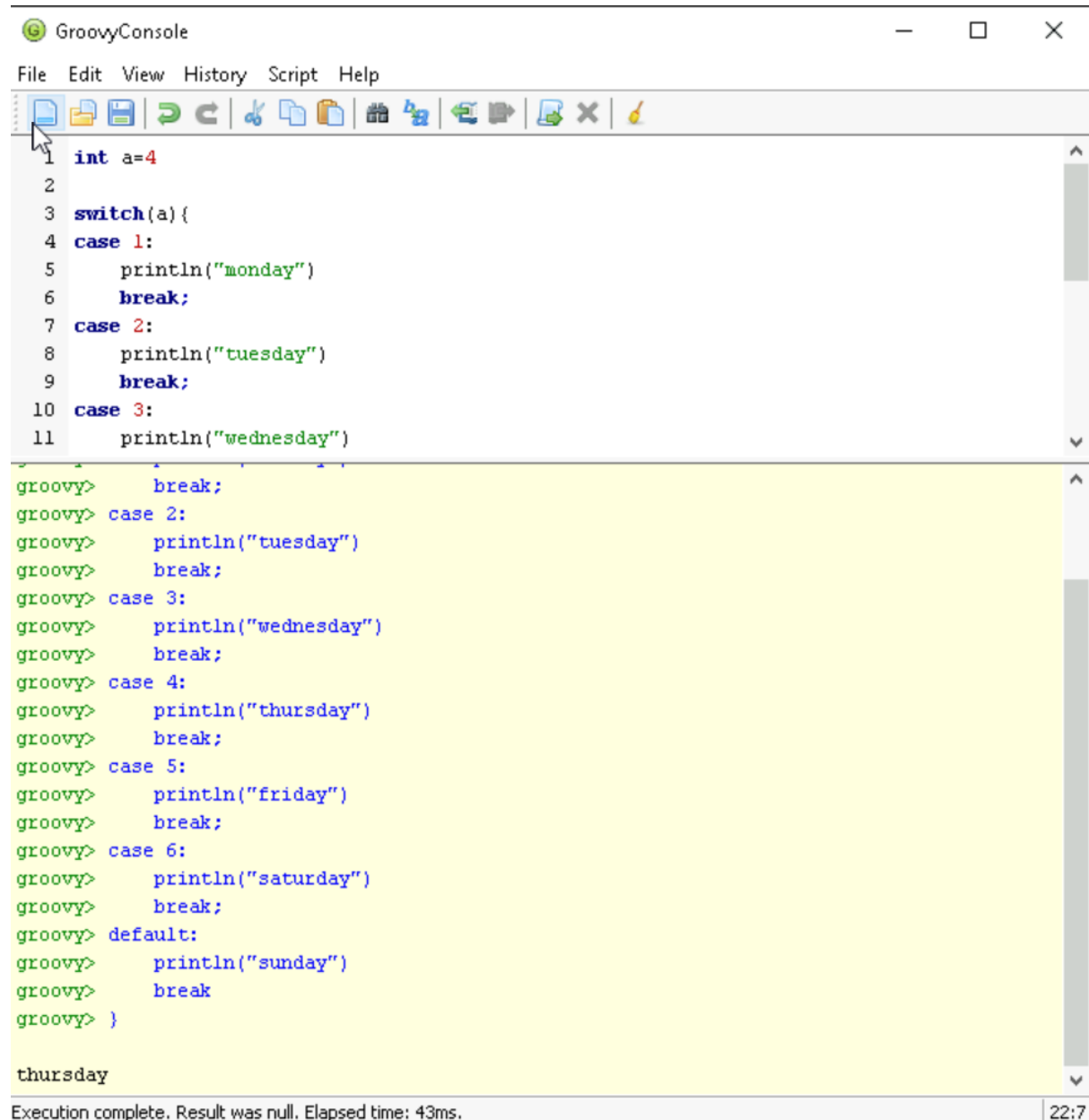
Below the script, the console output is shown on a yellow background. It displays the execution of the script, line by line, with the final output being "the value is greater than 10 and less than 50".

```
groovy> int a=20
groovy> if(a>50){
groovy>     println("the value is greater than 50")
groovy> }
groovy> else{
groovy>     if(a>10){
groovy>         println("the value is greater than 10 and less than 50")
groovy>     }
groovy>     else{
groovy>         println("the values is less than 10")
groovy>     }
groovy> }
groovy> }
```

the value is greater than 10 and less than 50

Switch Statement

Q.



The screenshot shows a GroovyConsole window with a menu bar (File, Edit, View, History, Script, Help) and a toolbar. The main text area contains a Groovy script defining a switch statement for a variable 'a'. The script is as follows:

```
1 int a=4
2
3 switch(a){
4 case 1:
5     println("monday")
6     break;
7 case 2:
8     println("tuesday")
9     break;
10 case 3:
11     println("wednesday")
```

Below the script, the console output shows the execution of the switch statement for values 1 through 6, and the default case. The output is as follows:

```
groovy> break;
groovy> case 2:
groovy>     println("tuesday")
groovy>     break;
groovy> case 3:
groovy>     println("wednesday")
groovy>     break;
groovy> case 4:
groovy>     println("thursday")
groovy>     break;
groovy> case 5:
groovy>     println("friday")
groovy>     break;
groovy> case 6:
groovy>     println("saturday")
groovy>     break;
groovy> default:
groovy>     println("sunday")
groovy>     break
groovy> }
```

The output of the switch statement for 'a=4' is 'thursday'.

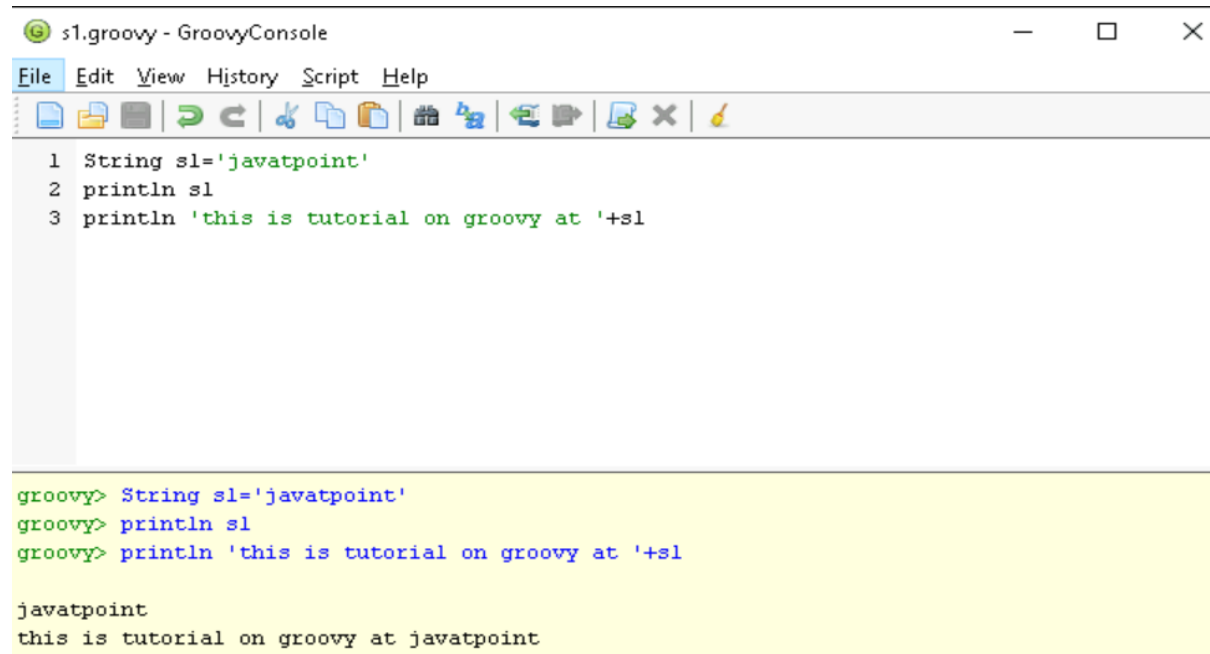
Execution complete. Result was null. Elapsed time: 43ms.

22:7

String in Groovy

Single-Quoted String

Q.



The screenshot shows a window titled 's1.groovy - GroovyConsole'. The menu bar includes 'File', 'Edit', 'View', 'History', 'Script', and 'Help'. The toolbar contains icons for file operations and execution. The script area contains three lines of code: `1 String s1='javatpoint'`, `2 println s1`, and `3 println 'this is tutorial on groovy at '+s1`. The console output area shows the results: `groovy> String s1='javatpoint'`, `groovy> println s1` resulting in `javatpoint`, and `groovy> println 'this is tutorial on groovy at '+s1` resulting in `this is tutorial on groovy at javatpoint`.

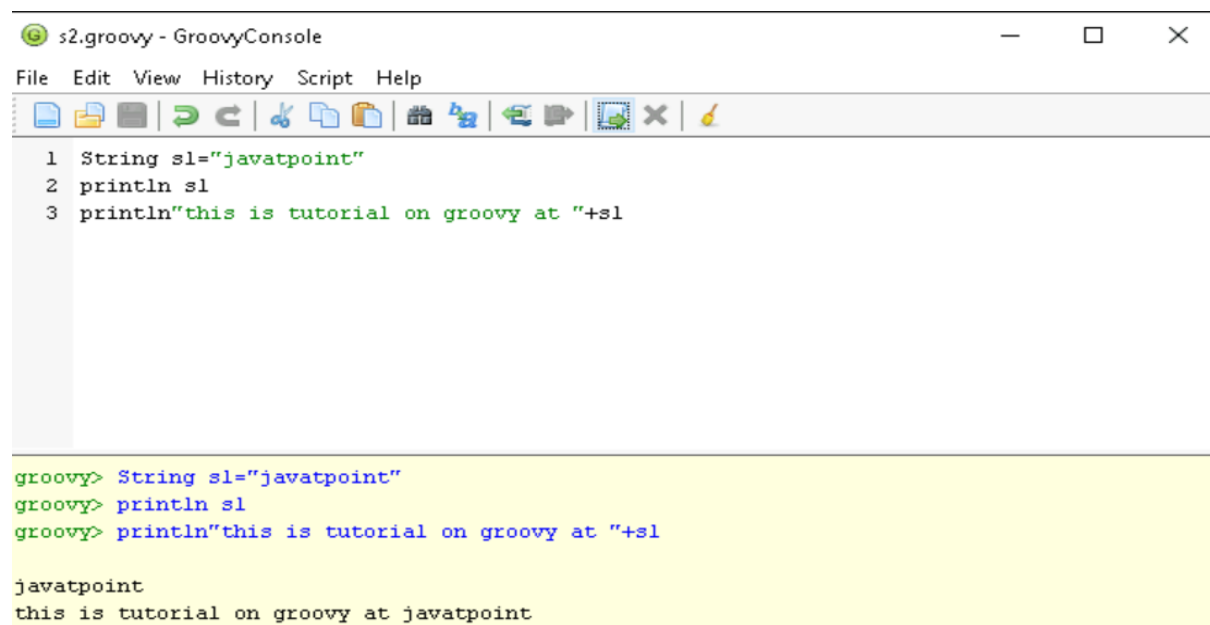
```
s1.groovy - GroovyConsole
File Edit View History Script Help
[Icons]
1 String s1='javatpoint'
2 println s1
3 println 'this is tutorial on groovy at '+s1

groovy> String s1='javatpoint'
groovy> println s1
groovy> println 'this is tutorial on groovy at '+s1

javatpoint
this is tutorial on groovy at javatpoint
```

Double-quoted String

Q.



The screenshot shows a window titled 's2.groovy - GroovyConsole'. The menu bar includes 'File', 'Edit', 'View', 'History', 'Script', and 'Help'. The toolbar contains icons for file operations and execution. The script area contains three lines of code: `1 String s1="javatpoint"`, `2 println s1`, and `3 println"this is tutorial on groovy at "+s1`. The console output area shows the results: `groovy> String s1="javatpoint"`, `groovy> println s1` resulting in `javatpoint`, and `groovy> println"this is tutorial on groovy at "+s1` resulting in `this is tutorial on groovy at javatpoint`.

```
s2.groovy - GroovyConsole
File Edit View History Script Help
[Icons]
1 String s1="javatpoint"
2 println s1
3 println"this is tutorial on groovy at "+s1

groovy> String s1="javatpoint"
groovy> println s1
groovy> println"this is tutorial on groovy at "+s1

javatpoint
this is tutorial on groovy at javatpoint
```

Q.

```
s3.groovy - GroovyConsole
File Edit View History Script Help

1 String s1="javatpoint"
2 println "this is tutorial on groovy at ${s1}"
3 println "this is tutorial on groovy at $s1"

groovy> String s1="javatpoint"
groovy> println "this is tutorial on groovy at ${s1}"
groovy> println "this is tutorial on groovy at $s1"

this is tutorial on groovy at javatpoint
this is tutorial on groovy at javatpoint
```

Triple-single-quoted string

Q.

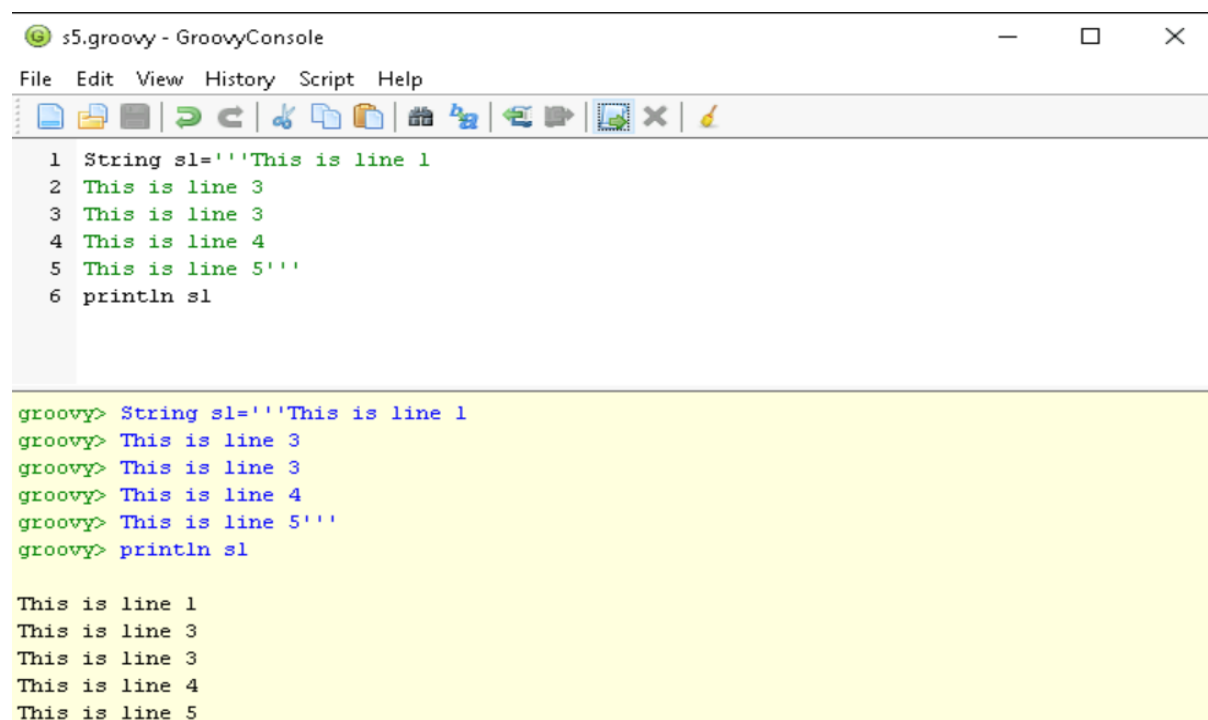
```
s4.groovy - GroovyConsole
File Edit View History Script Help

1 String s1='''This is groovy tutorial and we are learning string'''
2 println s1

groovy> String s1='''This is groovy tutorial and we are learning string'''
groovy> println s1

This is groovy tutorial and we are learning string
```

Q.



The screenshot shows a GroovyConsole window titled "s5.groovy - GroovyConsole". The menu bar includes File, Edit, View, History, Script, and Help. The toolbar contains icons for file operations and execution. The editor area contains the following code:

```
1 String s1='''This is line 1
2 This is line 3
3 This is line 3
4 This is line 4
5 This is line 5'''
6 println s1
```

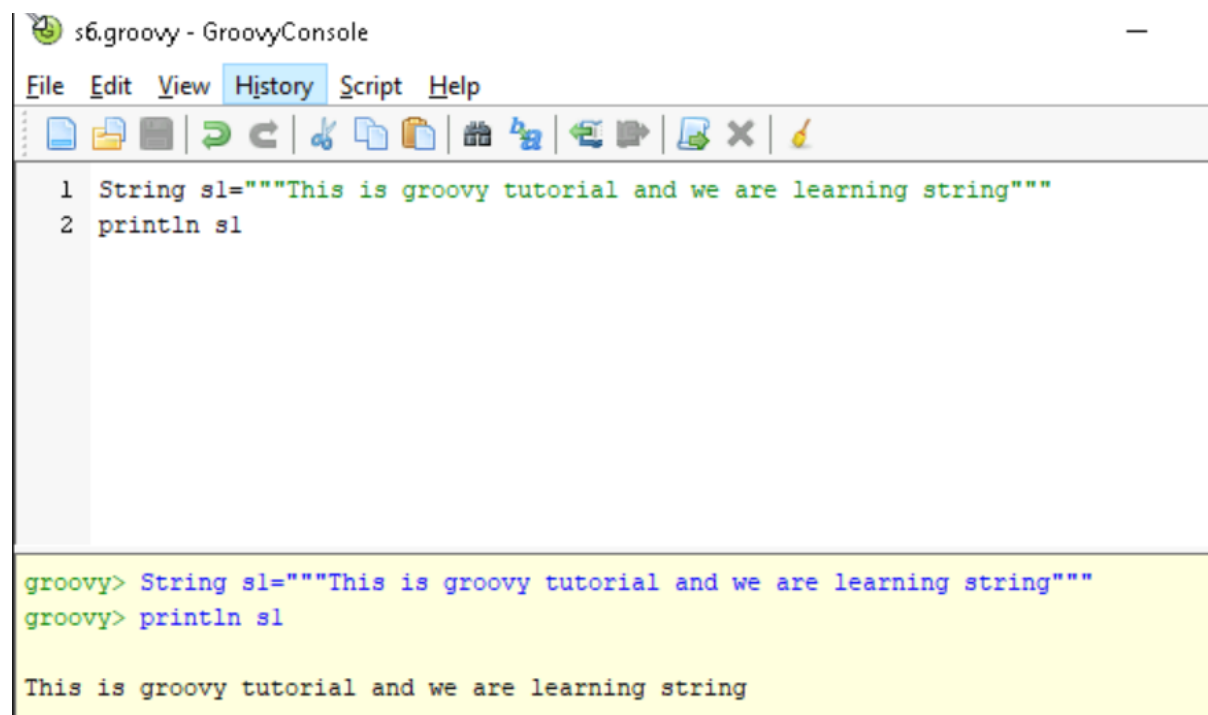
The console output area shows the execution results:

```
groovy> String s1='''This is line 1
groovy> This is line 3
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5'''
groovy> println s1

This is line 1
This is line 3
This is line 3
This is line 4
This is line 5
```

Triple-Double-quoted string

Q.



The screenshot shows a GroovyConsole window titled "s6.groovy - GroovyConsole". The menu bar includes File, Edit, View, History, Script, and Help. The toolbar contains icons for file operations and execution. The editor area contains the following code:

```
1 String s1=""'"This is groovy tutorial and we are learning string'"
2 println s1
```

The console output area shows the execution results:

```
groovy> String s1=""'"This is groovy tutorial and we are learning string'"
groovy> println s1

This is groovy tutorial and we are learning string
```

Q.

```
s7.groovy - GroovyConsole
File Edit View History Script Help

1 String s1='''This is line 1
2 This is line 2
3 This is line 3
4 This is line 4
5 This is line 5 '''
6
7 print s1

groovy> String s1='''This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5 ''
groovy> print s1

This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

Q.

```
s8.groovy - GroovyConsole
File Edit View History Script Help

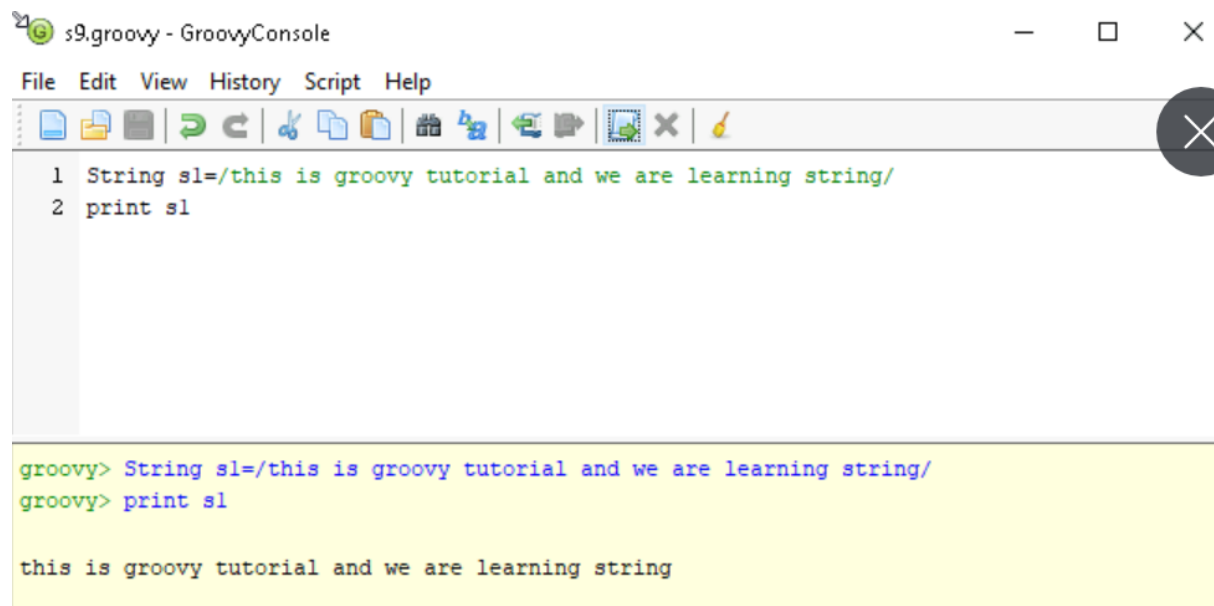
1 String s1='''This is line 1
2 This is line 2
3 This is line 3
4 This is line 4
5 This is line 5 ''
6
7 println '''Hello $s1 '''
8 println '''Hey $s1 '''

groovy> String s1='''This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5 ''
groovy> println '''Hello $s1 '''
groovy> println '''Hey $s1 '''

Hello This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
Hey This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```


Slashy String

Q.

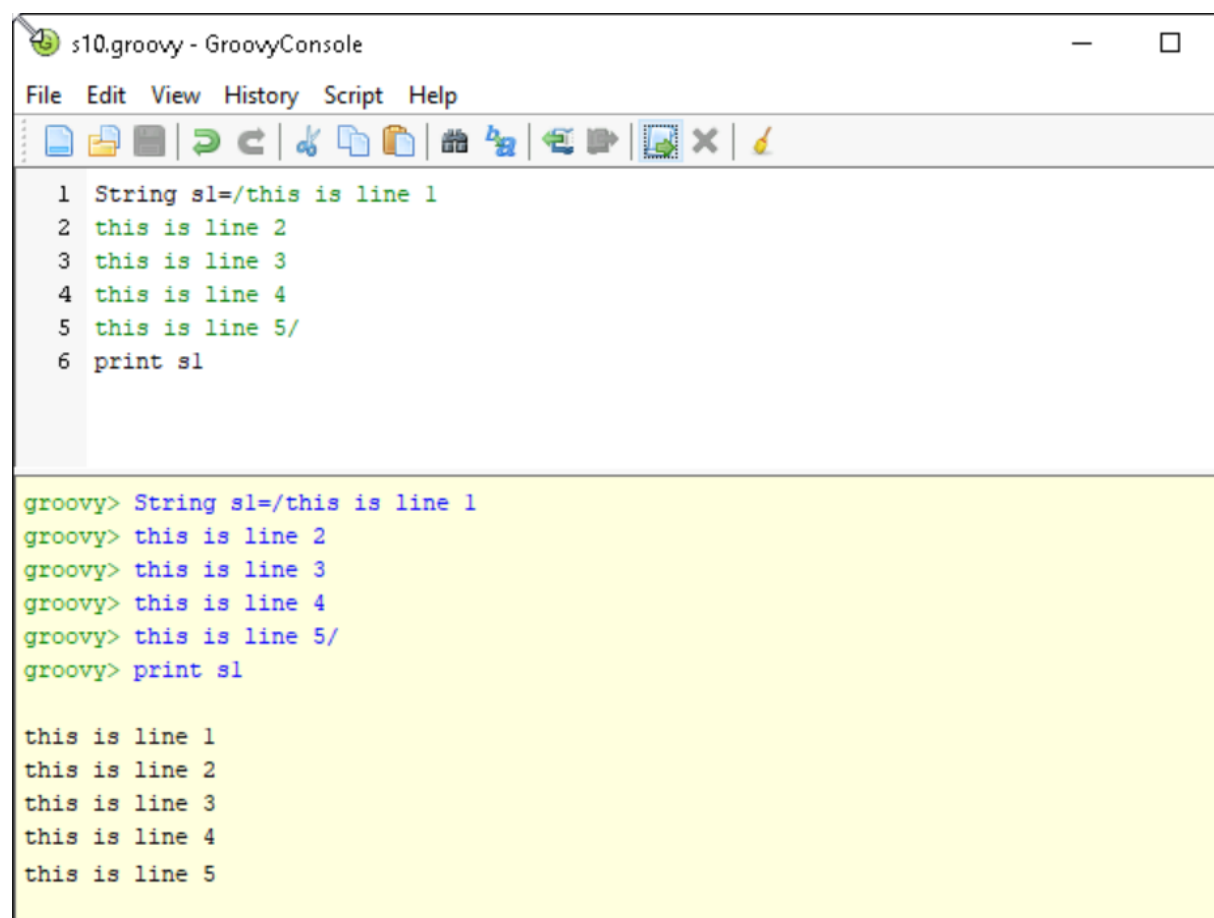


```
1 String s1=/this is groovy tutorial and we are learning string/
2 print s1

groovy> String s1=/this is groovy tutorial and we are learning string/
groovy> print s1

this is groovy tutorial and we are learning string
```

Q.

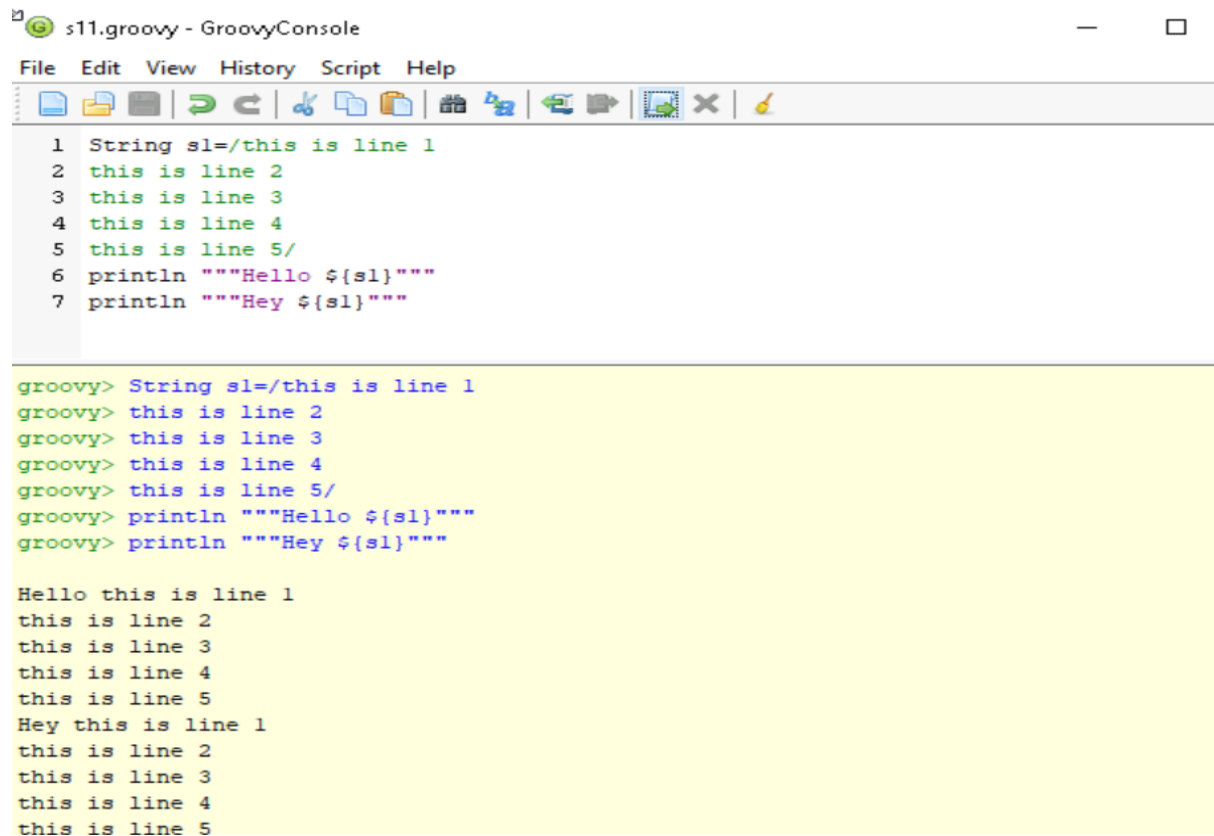


```
1 String s1=/this is line 1
2 this is line 2
3 this is line 3
4 this is line 4
5 this is line 5/
6 print s1

groovy> String s1=/this is line 1
groovy> this is line 2
groovy> this is line 3
groovy> this is line 4
groovy> this is line 5/
groovy> print s1

this is line 1
this is line 2
this is line 3
this is line 4
this is line 5
```

Q.



The screenshot shows a GroovyConsole window titled 's11.groovy - GroovyConsole'. The menu bar includes 'File', 'Edit', 'View', 'History', 'Script', and 'Help'. The toolbar contains icons for file operations and execution. The script editor contains the following code:

```
1 String s1=/this is line 1
2 this is line 2
3 this is line 3
4 this is line 4
5 this is line 5/
6 println ""Hello ${s1}""
7 println ""Hey ${s1}""
```

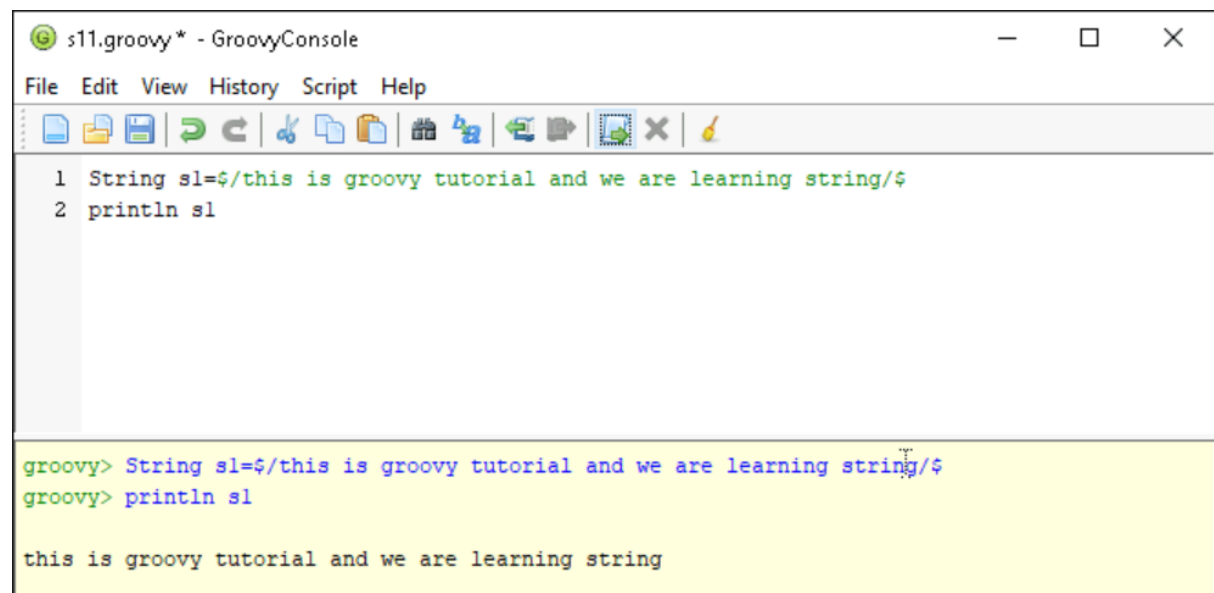
The console output shows the execution of the script:

```
groovy> String s1=/this is line 1
groovy> this is line 2
groovy> this is line 3
groovy> this is line 4
groovy> this is line 5/
groovy> println ""Hello ${s1}""
groovy> println ""Hey ${s1}""

Hello this is line 1
this is line 2
this is line 3
this is line 4
this is line 5
Hey this is line 1
this is line 2
this is line 3
this is line 4
this is line 5
```

Dollar Slashy String

Q.



The screenshot shows a GroovyConsole window titled 's11.groovy* - GroovyConsole'. The menu bar includes 'File', 'Edit', 'View', 'History', 'Script', and 'Help'. The toolbar contains icons for file operations and execution. The script editor contains the following code:

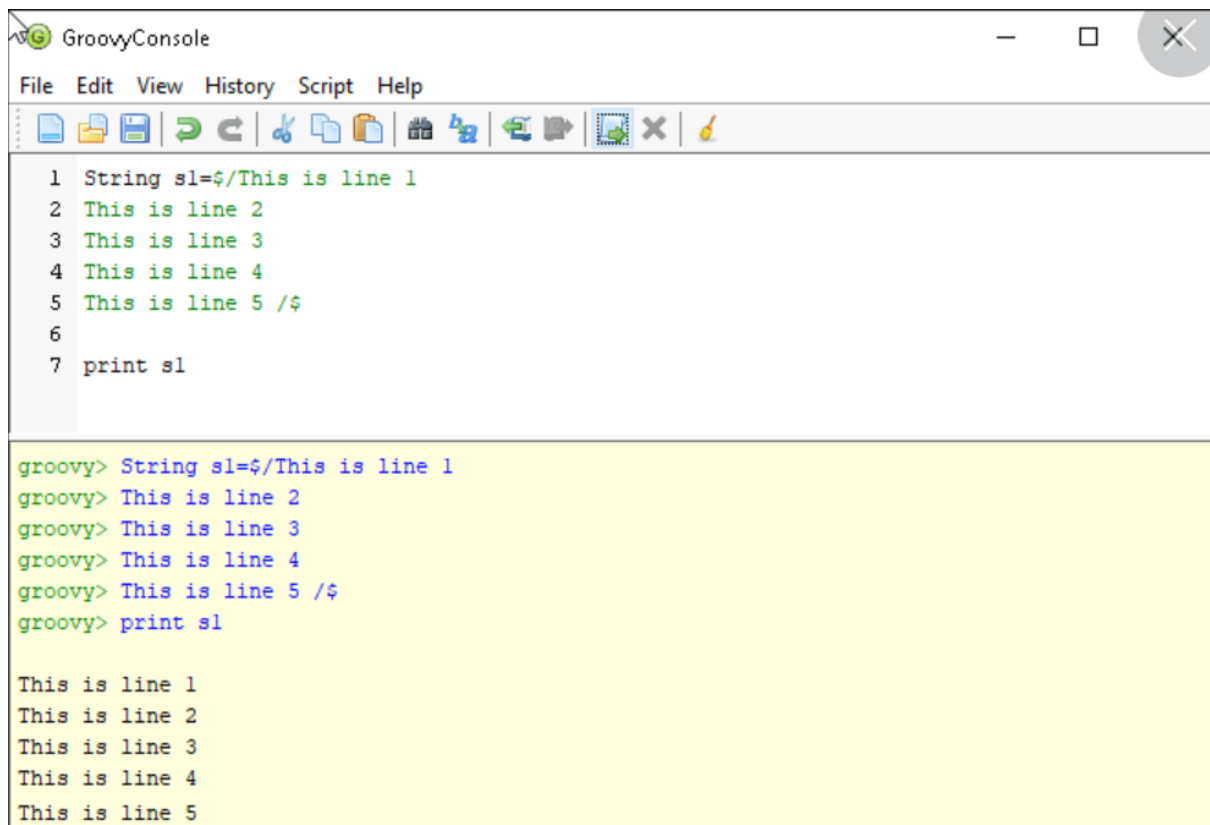
```
1 String s1=$/this is groovy tutorial and we are learning string/$
2 println s1
```

The console output shows the execution of the script:

```
groovy> String s1=$/this is groovy tutorial and we are learning string/$
groovy> println s1

this is groovy tutorial and we are learning string
```

Q.



The screenshot shows a window titled "GroovyConsole" with a standard menu bar (File, Edit, View, History, Script, Help) and a toolbar. The main text area contains a Groovy script with seven lines. The first five lines are string literals with line numbers 1 through 5, and the sixth line is a line separator. The seventh line is a print statement. Below the script, the console output shows the same five lines of text, each preceded by a "groovy>" prompt, followed by a blank line and then the output of the print statement, which is "This is line 5".

```
1 String s1=$/This is line 1
2 This is line 2
3 This is line 3
4 This is line 4
5 This is line 5 /$
6
7 print s1
```

```
groovy> String s1=$/This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5 /$
groovy> print s1

This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```