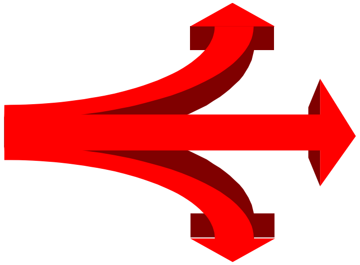
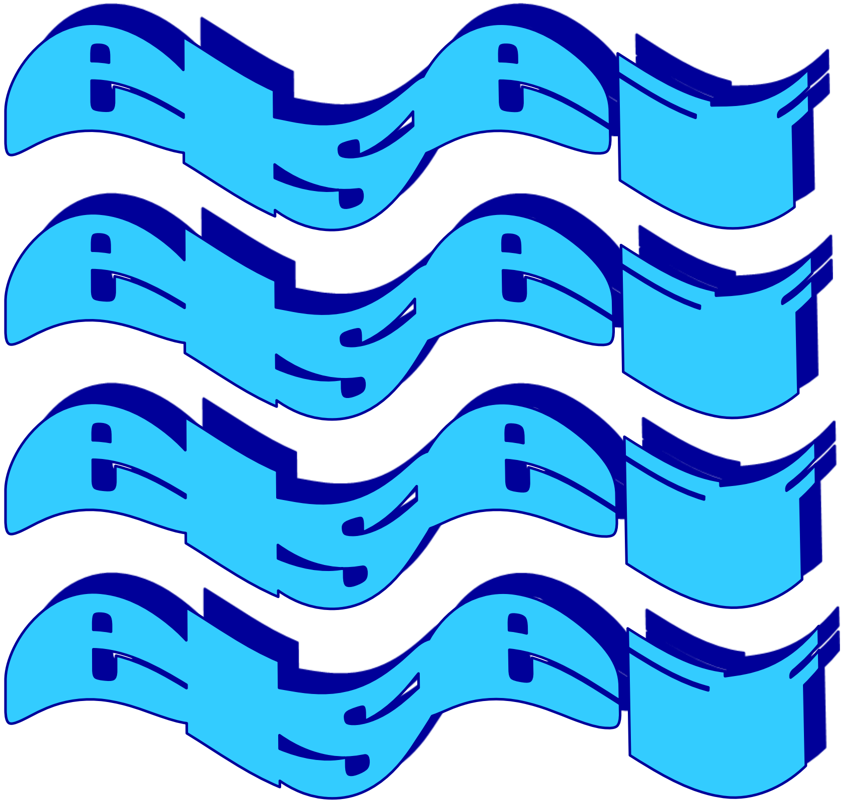


if-else if-else if

switch case

switch()

case

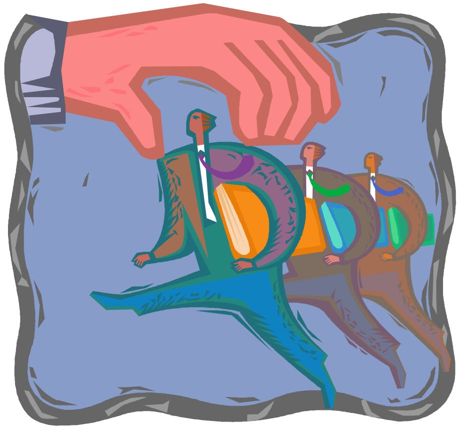


```
String letter = "C";
int ascii=0;
if(letter.equals("A")) {
   ascii=65;
}
else if(letter.equals("B")){
   ascii=66;
}
else if(letter.equals("C")){
   ascii=67;
}
else if(letter.equals("D")){
   ascii=68;
}
else{
   ascii=69;
}
out.println(ascii);
```

if
else if
else if

OUTPUT

```
67
```



open ifelseif.java

Complete the code

```
int uilScore=200;
if(uilScore>220) {
   out.println("state bound");
}
else if(uilScore>200) {
   out.println("region bound");
}
else if(uilScore>180) {
   out.println("district bound");
}
else{
   out.println("take more tests");
}
```

if
else if
else if

OUTPUT

```
district bound
```

Only one condition can be found true!

open ifelseifuil.java

Complete the code

switch case

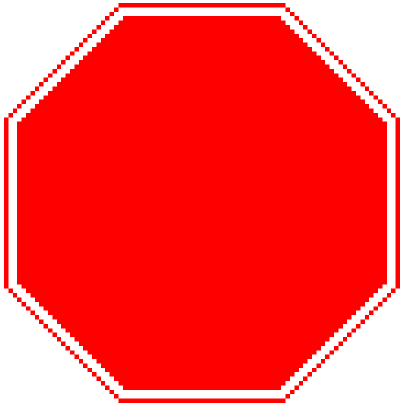
OUTPUT

```
num == 30
```

```
int num = 30;
switch (num)
{
   case 11 :  out.println("num == 11"); break;
   case 22 :  out.println("num == 22"); break;
   case 30 :  out.println("num == 30"); break;
   case 40 :  out.println("num == 40"); break;
   default :  out.println("does not equal");
}
```

What if there is no break?

If you have no break, every statement after the first true condition is executed until a break is encountered or the bottom of the switch case is reached.

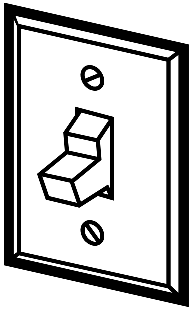


switch case

OUTPUT

```
num == 30
num == 40
does not equal
```

```
int num = 30;
switch (num)
{
   case 11 :  out.println("num == 11");
   case 22 :  out.println("num == 22");
   case 30 :  out.println("num == 30");
   case 40 :  out.println("num == 40");
   default :  out.println("does not equal");
}
```



open switchcaseone.java

open
switchcasetwo.java
switchcasethree.java

logical operators

Logical

frequently used operators

Operator	Use
x| |y	either x or y must be true
x&&y	both x and y must be true
!x	true if x is false – false if x is true

logical operators

```
int height=6;
int weight=150;

if(height>6||weight>150)
{
  out.println("big un");
}
else if(height<=6&&weight<=150)
{
  out.println("little un");
}
```

OUTPUT

```
little un
```

open logical.java

nested ifs

```
int num =75;
if(num>50)
{
   if(num>50&&num<100)
   {
      if(num>50&&num<150)
      {
         System.out.println(">50 && <150");
      }
   }
}
```

OUTPUT

```
>50 && <150
```

open nestedifs.java

Dangling Else

```
int num=15;
if(num>10){
  if(num<25)
    out.println("jump");
}else
  out.println("run");
```

OUTPUT

```
jump
```

Dangling Else

```
int num=35;
if(num>10)
   if(num<25)
      out.println("jump");
else
   out.println("run");
```

OUTPUT

```
run
```

open danglingelse.java

Start work on the labs