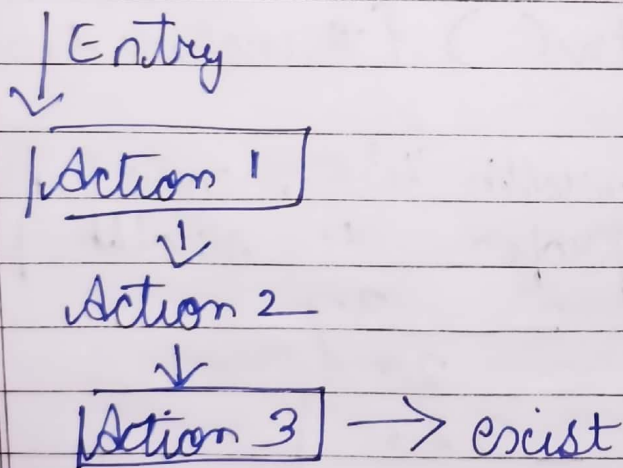


Lecture 9: Control structure, if else and Switch - case statement

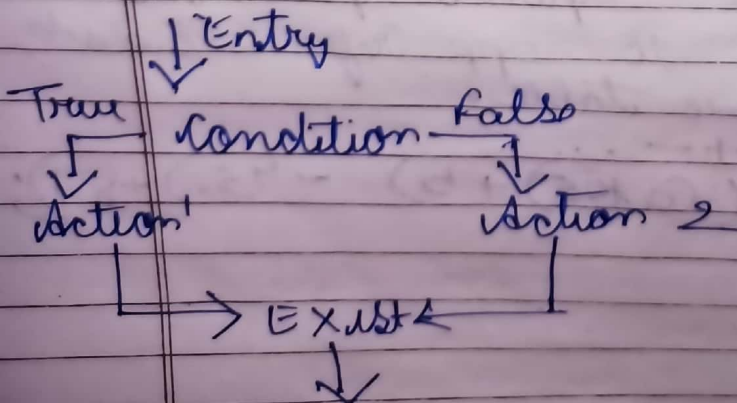
C++ Control structure :

1. Sequence
 2. Selection
 3. Loop structure
- } Basic control structure

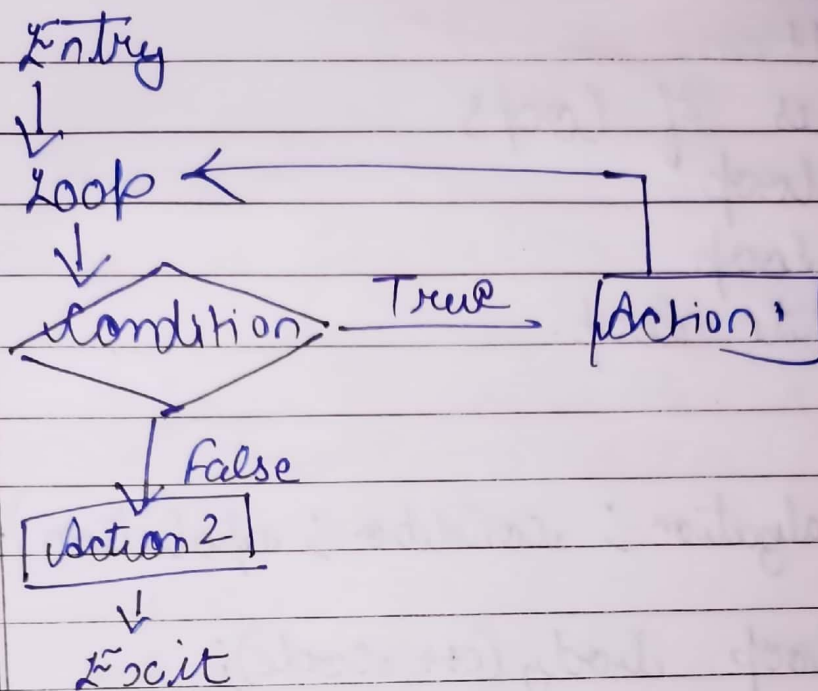
1. Sequence structure :



2. Selection structure



3. Loop structure:


 $i < 1000$
 $i = 0$
 $i = 1$
 $i = 2, \dots$

If-Else statement :

```
int i = 0;
if (i < 3) {
```

```
    cout << i;
```

```
    i++; }
```

If else ladder:

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Switch case :

```
switch (expression) {
```

```
    case 1 :
```

```
        { Action 1 }
```

```
    case 2 :
```

```
        { Action 2 }
```

```
    Default :
```

```
        { Action 4 }
```