```
selection:
if else

if(condition)//condtion true, s1 will execute
{
s1;
}

if(condition)//conditon true,s1 will execute...conditon false , s2 will execute
{
s1;
}
else
{
s2;
}

if(condition)
{
s1;
}
else if(condition)
{
s2;
}
else
{
s3;
}

if(condition)
{
if(condition)
{
s1;
}
else
{
s2;
}
}
else
{
s3;
}
```

Advance Selection:

```
switch(case variable)// case variable must be integer or character
{
case value1:
statement;
case value2:
statement;
default:
statement;
}
```

```c
void main()
{
int a;
printf("press 1 or 2 or 3");
scanf("%d",&a);
switch(a)
{
case 1:
printf("A");
break;
case 2:
printf("B");
break;
case 3:
printf("C");
break;
default:
printf("wrong input");
}
}
ouput:
press 1 or 2 or 3
2
B

void main()
{
int a;
printf("press 1 or 2 or 3");
scanf("%d",&a);
switch(a,a+1)
{
case 1:
printf("A");
break;
case 2:
printf("B");
break;
case 3:
printf("C");
break;
default:
printf("wrong input");
}
}
ouput:
press 1 or 2 or 3
2
C
```