

Conditional Control ConstructSimple if

```
import java.util.Scanner;
```

```
class Demo
```

```
{
```

```
public static void main (String [] args)
```

```
{
```

```
Scanner scan = new Scanner (System.in);
```

```
System.out.println ("Press the key-1 on the keyboard");
```

```
int n = scan.nextInt();
```

```
if (n == 1)
```

```
{
```

```
System.out.println ("You have pressed 1 on the keyboard");
```

```
}
```

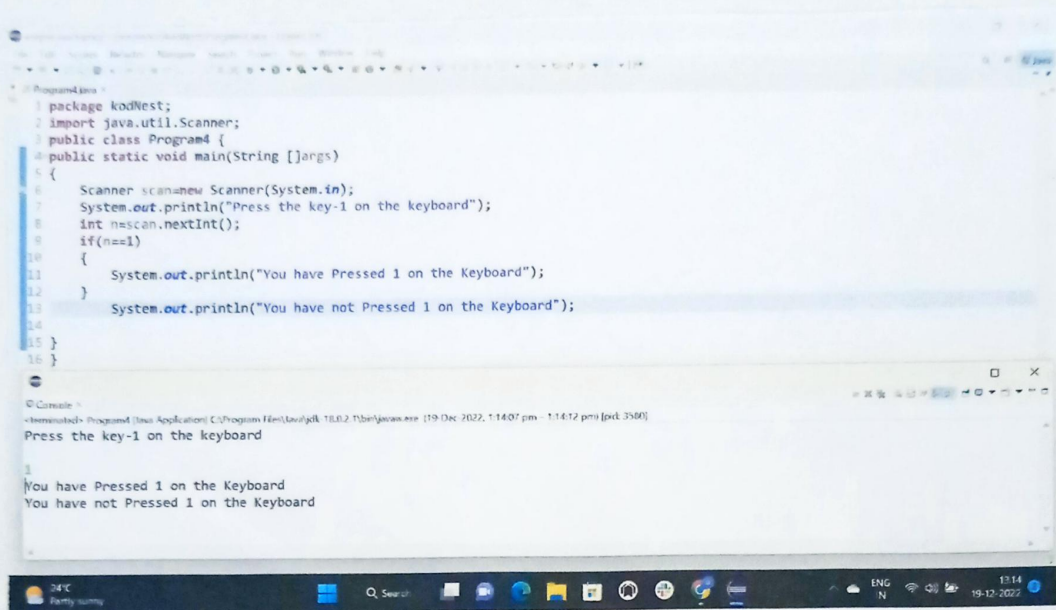
```
System.out.println ("You have not pressed 1 on the keyboard");
```

```
}
```

```
}
```



Output :



The screenshot shows a Java IDE with a code editor and a console window. The code in the editor is as follows:

```
package kodNest;  
import java.util.Scanner;  
public class Program4 {  
    public static void main(String []args)  
    {  
        Scanner scan=new Scanner(System.in);  
        System.out.println("Press the key-1 on the keyboard");  
        int n=scan.nextInt();  
        if(n==1)  
        {  
            System.out.println("You have Pressed 1 on the Keyboard");  
        }  
        System.out.println("You have not Pressed 1 on the Keyboard");  
    }  
}
```

The console window shows the following output:

```
Press the key-1 on the keyboard  
1  
You have Pressed 1 on the Keyboard  
You have not Pressed 1 on the Keyboard
```

The taskbar at the bottom shows the system clock as 19:14 on 19-12-2022.

