**Lesson 9 – Selection Structures**

* There are 3 basic programming structures
  + **Sequence** = Normal flow where code is executed line by line in the order it appears
  + **Selection** = Where a decision is made whether to branch to another section of code based on the comparison of two values
  + **Repetition** = Where a black of code is repeated numerous times
* **Selection Structure =** A point in the program where 2 values are compared resulting in the flow of execution to be directed to other sections of code
  + **Comparisons** result in a Boolean TRUE or FALSE answer
  + Types of Selection Structure
    - **If Statement** = Decide between 2 or more true or false options (use when options are related to each other)
      * **Logical comparison** is in the first line of the if statement surrounded in brackets
        + Logical Comparison usually contains a **relational expression**

Can also be a method that returns a Boolean value

* + - **Switch/Case statement** = Choose 1 of several options (menu type scenario)
      * Selection is made by testing a particular integer against several integer constants.
      * If a match is found the sequence of statements for that match are executed.
      * The execution continues until a **break** statement is executed which will cause the program to exit that entire block of code
      * **Default** = If none of the Switch statements are true this will execute
      * You can also use characters or Strings as Cases in Switch Statements