

5. Control Flow Statements in C

- THEORY EXERCISE: Explain decision-making statements in C (if, else, nested if-else, switch). Provide examples of each.

1. If statement

- Use the if statement to specify a block of code to be executed if a condition is true.

Syntax:

```
if (condition) {  
    // block of code  
}
```

Example:

```
int x = 20;  
int y = 18;  
if (x > y) {  
    printf("x is greater than y");  
}
```

2. Else statement

- The else statement to specify a block of code to be executed if the condition is false.

Syntax:

```
if (condition) {  
    // block of code  
} else {  
    // block of  
}
```

Example:

```
int time = 20;  
if (time < 18) {  
    printf("Good day.");  
} else {  
    printf("Good evening.");  
}
```

3.Nested if statement

- Nested if statements are used in programming to evaluate multiple conditions in a hierarchical manner

Syntax:

```
if (condition1) {  
    // code if condition1 is true  
} else if (condition2) {  
    // code if condition2 is true  
} else {  
    // code if both conditions are false  
}
```

Example:

```
#include <stdio.h>  
int main() {  
    int num = 70;  
    if (num > 0) {  
        printf("Number is positive.\n");  
        if (num % 2 == 0) {  
            printf("Number is even.\n");  
        } else {  
            printf("Number is odd.\n");  
        }  
    } else if (num < 0) {  
        printf("Number is negative.\n");  
    } else {  
        printf("Number is zero.\n");  
    }  
}
```

4.Switch statement

- The **switch** statement is used to execute one block of code among many based on the value of a variable or expression. It is often used as an alternative to multiple **if-else** statements when comparing the same variable against different values.

Syntax:

```
switch (expression) {  
    case x:  
        // code block  
        break;  
    case y:  
        // code block  
        break;  
    default:  
        // code block  
}
```

Example:

```
int day = 4;
```

```
switch (day) {  
    case 1:  
        printf("Monday");  
        break;  
    case 2:  
        printf("Tuesday");  
        break;  
    case 3:  
        printf("Wednesday");  
        break;  
    case 4:  
        printf("Thursday");  
        break;  
    case 5:  
        printf("Friday");  
        break;  
    case 6:  
        printf("Saturday");  
        break;  
    case 7:  
        printf("Sunday");  
        break;  
}
```

