Conditional Code Structures for IJVM

- if A>=B

	Code before the conditional	
	ILOAD A	// Push A
	ILOAD B	// Push B
	ISUB	// A-B
	IFLT SKIP	
	Code segment for A>=B	
SKIP:	Code after the conditional	

- **if A**<**B**

	Code before the conditional	
	ILOAD A	// Push A
	ILOAD B	// Push B
	ISUB	// A-B
	IFLT DO	
	GOTO SKIP	
DO:	Code segment for A <b< th=""><th></th></b<>	
SKIP:	Code after the conditional	

- if $A \ge B$ else A < B

	Code before the conditional	
	ILOAD A	// Push A
	ILOAD B	// Push B
	ISUB	// A-B
	IFLT DO	
	Code segment for A>=B	
	GOTO SKIP	
DO:	Code segment for A <b< th=""><th></th></b<>	
SKIP:	Code after the conditional	

- if A = B

	Code before the conditional	
	ILOAD A	// Push A
	ILOAD B	// Push B
	IF_ICMPEQ DO	// A = = B
	GOTO SKIP	
DO:	Code segment for A = = B	
SKIP:	Code after the conditional	_

- if A != B

	Code before the conditional	
	ILOAD A	// Push A
	ILOAD B	// Push B
	IF_ICMPEQ SKIP	// A = = B
DO:	Code segment for A != B	
SKIP:	Code after the conditional	