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| **Java Overview** |
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| What are Decision making structures?  What are conditional structures?  What are conditional statements? |
| Decision making structures have one or more conditions to be evaluated, along with statements to be executed if the condition is true and optionally, other statements to be executed if the condition is false.   |  |  | | --- | --- | | **Statement** | **Description** | | **if statement** | An **if statement** consists of a boolean expression followed by one or more statements. | | **if...else statement** | An **if statement** can be followed by an **else statement**, which executes when the boolean expression is false. | | **Ladder if...else statements** | An **if...else** statement can be followed by multiple **if...else** statement. | | **Nested if statements** | You can use **if** or **if..else** statement inside **if** or **else** block. | | **switch statement** | A switch statement allows a variable to be tested for equality matching against a list of values called a case.  Once matched case found, statements associated to the case and follow cases and defaults (optional) executed until a break statements comes.  If no match case found, control moves to the default (optional) .Statements associated to default and followed cases executed until a break statements comes.    When a break statement is reached, the switch terminates, and the flow of control jumps to the next line following the switch statement.      The following rules apply to a switch statement:   * The variable used in a switch statement can only be integers, convertable integers (byte, short, char), strings and enums. * The value for a case must be the same data type as the variable and it must be a constant or a literal. * Same value cannot repeat. * Break is optional * Default is optional and maximum one. * Default should appear at the end of the switch, but it’s not mandatory. * Each case is followed by the value to be compared to and a colon. | |