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C++ Control Flow



If Statement: Executes a block of code if the condition is true.

```
int a = 10;
if (a > 5) {
    cout << "a is greater than 5" << endl;
}
```

If-Else Statement: Executes one block of code if the condition is true, otherwise executes another block.

```
int b = 3;
if (b > 5) {
    cout << "b is greater than 5" << endl;
} else {
    cout << "b is not greater than 5" << endl;
}
```



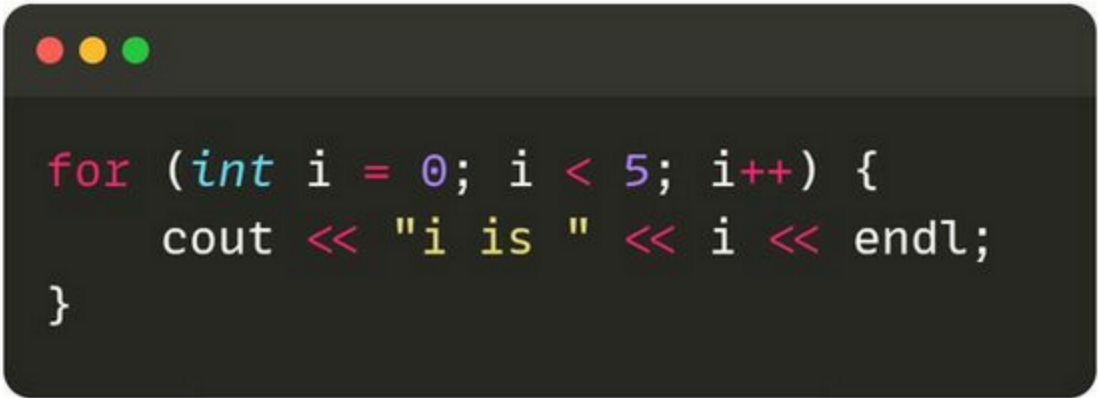
Switch Statement: Evaluates an expression and executes the matching case block. The **break** statement terminates a case block to prevent fall-through.

```
int day = 3;
switch (day) {
    case 1:
        cout << "Monday" << endl;
        break;
    case 2:
        cout << "Tuesday" << endl;
        break;
    case 3:
        cout << "Wednesday" << endl;
        break;
    default:
        cout << "Invalid day" << endl;
        break;
}
```

Loops

Loops are used to repeat a block of code multiple times.

For Loop: Repeats a block of code a specific number of times.



```
for (int i = 0; i < 5; i++) {  
    cout << "i is " << i << endl;  
}
```



While Loop: Repeats a block of code as long as the condition is true.

```
int j = 0;
while (j < 5) {
    cout << "j is " << j << endl;
    j++;
}
```

Do-While Loop: Similar to the while loop, but ensures that the block of code is executed at least once.

```
int k = 0;
do {
    cout << "k is " << k << endl;
    k++;
} while (k < 5);
```



Break and Continue

The **break** and **continue** statements alter the flow of loops.

- **Break Statement:** Terminates the loop immediately and transfers control to the statement following the loop.
- **Continue Statement:** Skips the rest of the code inside the loop for the current iteration and jumps to the next iteration.

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