

- Data Storage
- Iteration
- Decisions int age = 16; condition
if (age 7= 18) 2
cout « "You can vote " « endl;
} else {
cout << "You are safe" << endl;
}
у —— У
-> char grade = 'B';
float points=0.0
flow
if (grade == 'A')
else if (grade = 2'B')
points = 3.0; = 2
else if (grade = $2 \cdot C'$) points = $2 \cdot O$;
points = 2.0;
else
paints = 0.0
cout << points;
if 2
- Mywell
17 - 3
elseif x
elseif —— if-else-if ladder
else

```
cher grade = 'B'; float points = 0.0; switch (grade) {
                                              (not recommended)
                         > points = 4.0 ;
       1 cque
                            break;
    Ocase 'B':
                            points = 3.0
                            break;
                             Points = 2.0;
         case
                              break;
              default:
                             poink = 0.0;
-> cout << points;
                              0 :0
    >witch (grade) {
                           p = 4.0; ~
         case
         case 'B':
         case 'c':
         default :
- Iterations: int

int i=0;

while (i <=5) ?
                                                  90
```

