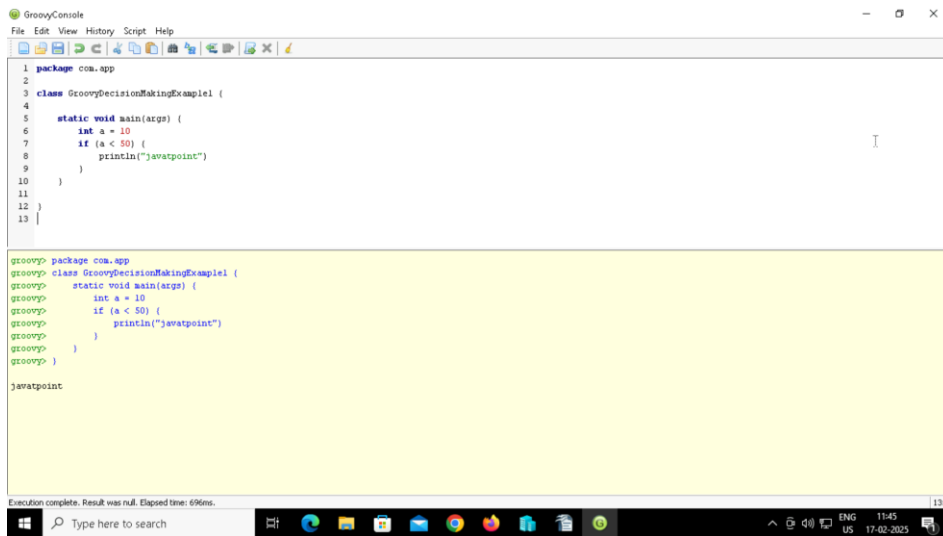


# Groovy Projects

## If statement example 1



The screenshot shows the GroovyConsole application. The editor contains the following code:

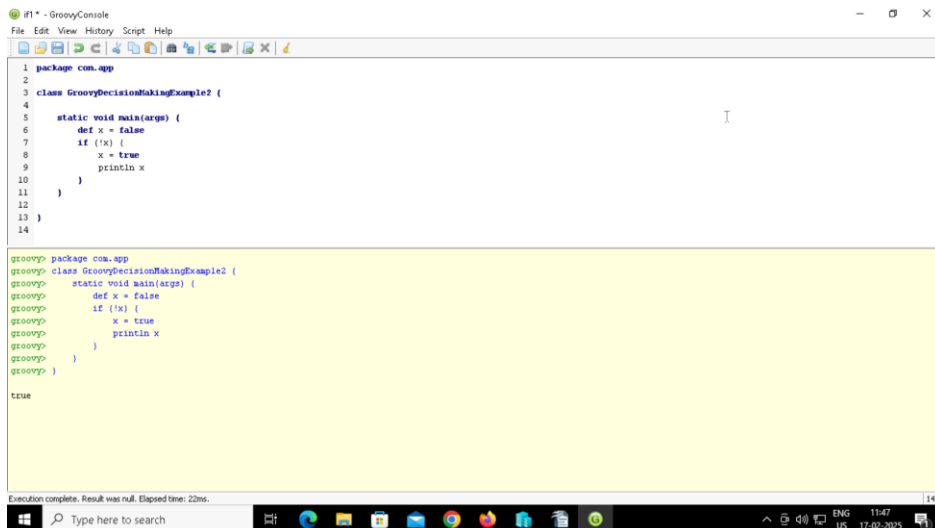
```
1 package com.app
2
3 class GroovyDecisionMakingExample1 {
4
5     static void main(args) {
6         int a = 10
7         if (a < 50) {
8             println("javatpoint")
9         }
10    }
11 }
12
13
```

The console output shows the result of the execution:

```
groovy> package com.app
groovy> class GroovyDecisionMakingExample1 {
groovy>     static void main(args) {
groovy>         int a = 10
groovy>         if (a < 50) {
groovy>             println("javatpoint")
groovy>         }
groovy>     }
groovy> }
javatpoint
```

The status bar at the bottom indicates "Execution complete. Result was null. Elapsed time: 696ms."

## If statement example 2



The screenshot shows the GroovyConsole application. The editor contains the following code:

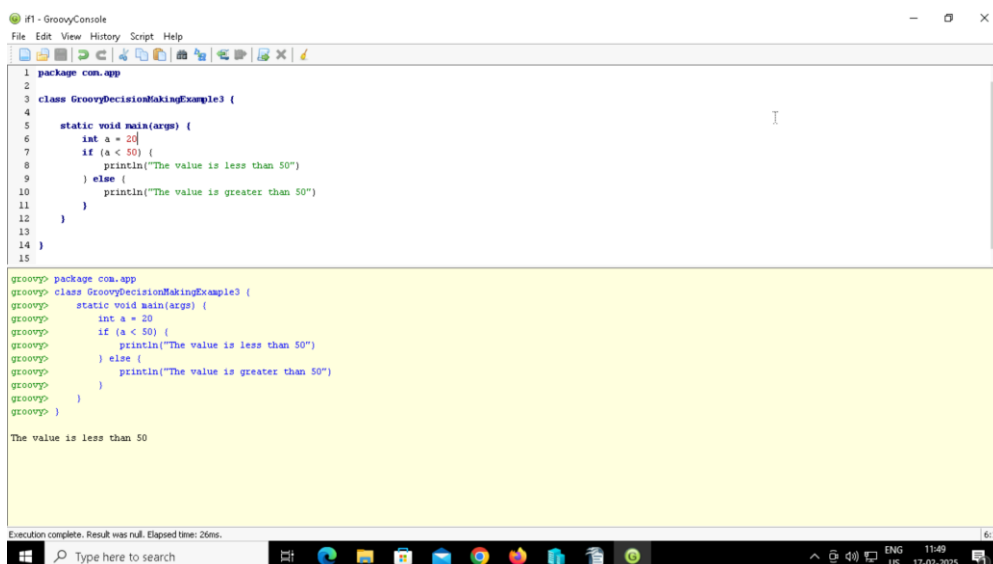
```
1 package com.app
2
3 class GroovyDecisionMakingExample2 {
4
5     static void main(args) {
6         def x = false
7         if (!x) {
8             x = true
9             println x
10        }
11    }
12 }
13
14
```

The console output shows the result of the execution:

```
groovy> package com.app
groovy> class GroovyDecisionMakingExample2 {
groovy>     static void main(args) {
groovy>         def x = false
groovy>         if (!x) {
groovy>             x = true
groovy>             println x
groovy>         }
groovy>     }
groovy> }
true
```

The status bar at the bottom indicates "Execution complete. Result was null. Elapsed time: 22ms."

## If else statement example 1



The screenshot shows the GroovyConsole application. The editor contains the following code:

```
1 package com.app
2
3 class GroovyDecisionMakingExample3 {
4
5     static void main(args) {
6         int a = 20
7         if (a < 50) {
8             println("The value is less than 50")
9         }
10        else {
11            println("The value is greater than 50")
12        }
13    }
14 }
15
```

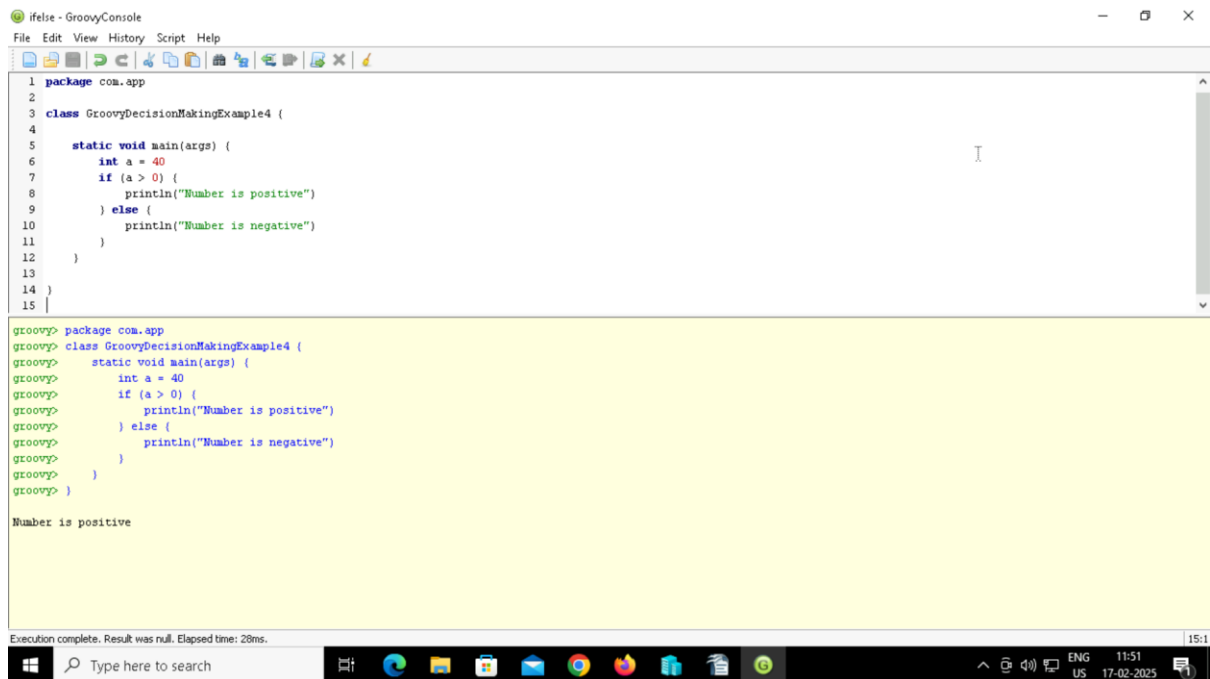
The console output shows the result of the execution:

```
groovy> package com.app
groovy> class GroovyDecisionMakingExample3 {
groovy>     static void main(args) {
groovy>         int a = 20
groovy>         if (a < 50) {
groovy>             println("The value is less than 50")
groovy>         }
groovy>         else {
groovy>             println("The value is greater than 50")
groovy>         }
groovy>     }
groovy> }
The value is less than 50
```

The status bar at the bottom indicates "Execution complete. Result was null. Elapsed time: 26ms."

# Groovy Projects

## If else statement example 2



The screenshot shows the GroovyConsole application with a code editor and a console output area. The code defines a class `GroovyDecisionMakingExample4` with a `main` method. Inside `main`, a variable `a` is set to 40. An `if` statement checks if `a > 0`. If true, it prints "Number is positive". Otherwise, it prints "Number is negative". The console output shows "Number is positive".

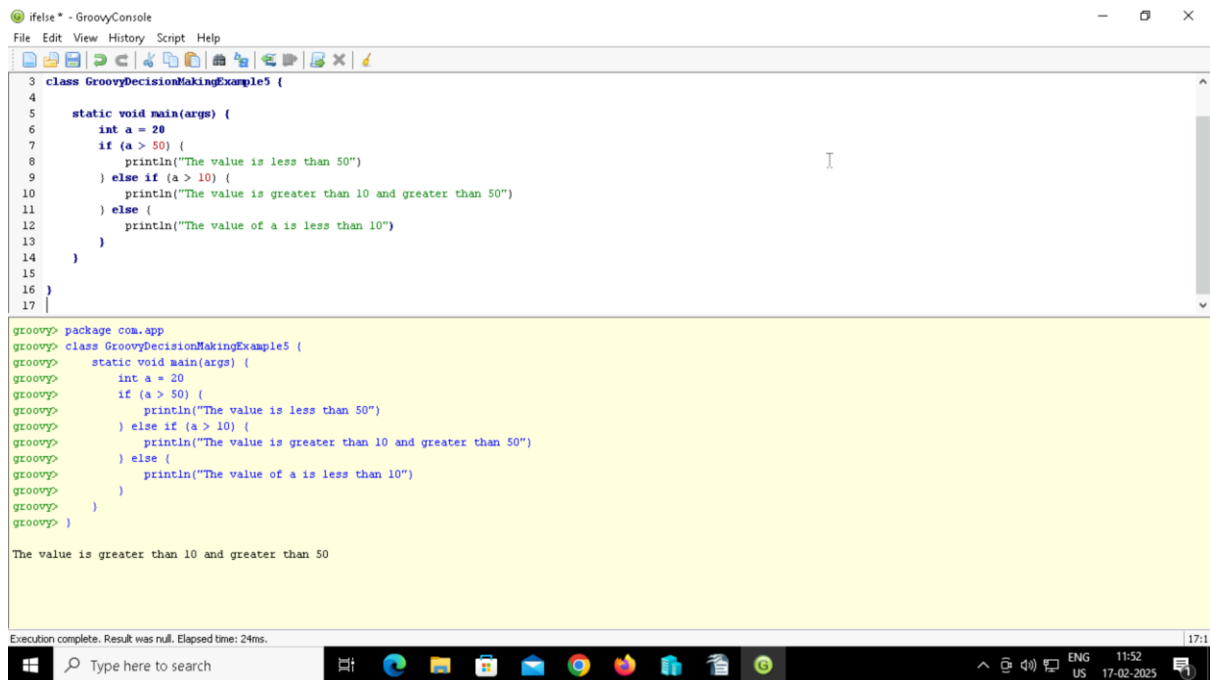
```
1 package com.app
2
3 class GroovyDecisionMakingExample4 {
4
5     static void main(args) {
6         int a = 40
7         if (a > 0) {
8             println("Number is positive")
9         } else {
10            println("Number is negative")
11        }
12    }
13 }
14
15
```

```
groovy> package com.app
groovy> class GroovyDecisionMakingExample4 {
groovy>     static void main(args) {
groovy>         int a = 40
groovy>         if (a > 0) {
groovy>             println("Number is positive")
groovy>         } else {
groovy>             println("Number is negative")
groovy>         }
groovy>     }
groovy> }
groovy>

Number is positive

Execution complete. Result was null. Elapsed time: 28ms.
```

## Nested if statement



The screenshot shows the GroovyConsole application with a code editor and a console output area. The code defines a class `GroovyDecisionMakingExample5` with a `main` method. Inside `main`, a variable `a` is set to 20. A nested `if` statement checks if `a > 50`. If true, it prints "The value is less than 50". If false, it checks if `a > 10`. If true, it prints "The value is greater than 10 and greater than 50". Otherwise, it prints "The value of a is less than 10". The console output shows "The value is greater than 10 and greater than 50".

```
3 class GroovyDecisionMakingExample5 {
4
5     static void main(args) {
6         int a = 20
7         if (a > 50) {
8             println("The value is less than 50")
9         } else if (a > 10) {
10            println("The value is greater than 10 and greater than 50")
11        } else {
12            println("The value of a is less than 10")
13        }
14    }
15 }
16
17
```

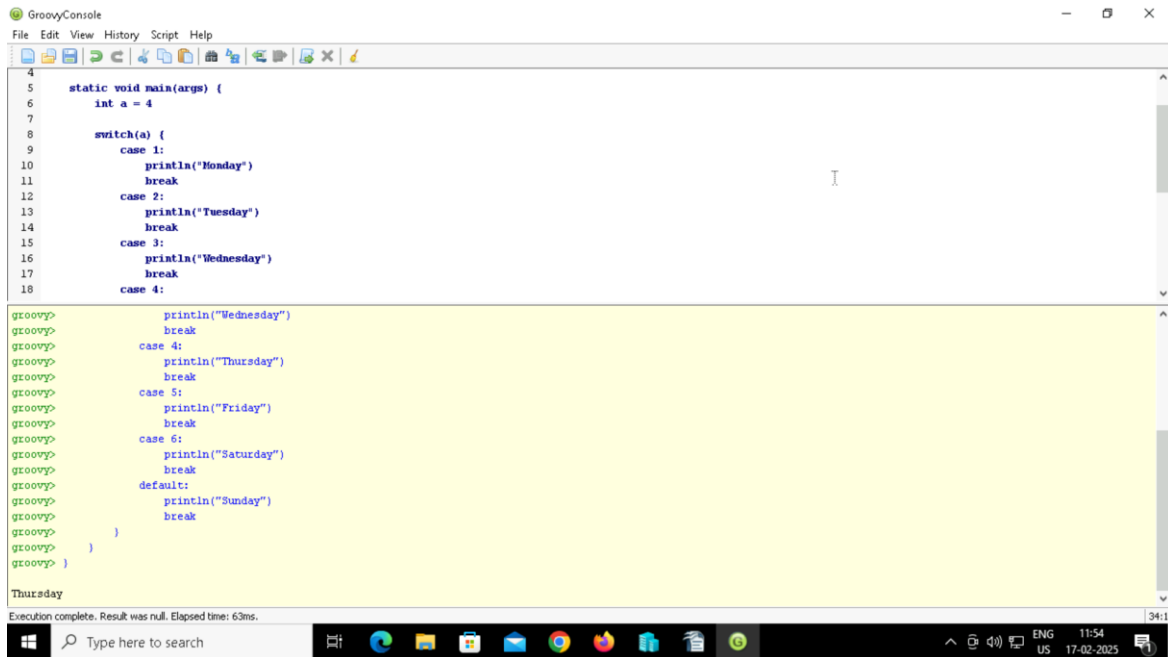
```
groovy> package com.app
groovy> class GroovyDecisionMakingExample5 {
groovy>     static void main(args) {
groovy>         int a = 20
groovy>         if (a > 50) {
groovy>             println("The value is less than 50")
groovy>         } else if (a > 10) {
groovy>             println("The value is greater than 10 and greater than 50")
groovy>         } else {
groovy>             println("The value of a is less than 10")
groovy>         }
groovy>     }
groovy> }
groovy>

The value is greater than 10 and greater than 50

Execution complete. Result was null. Elapsed time: 24ms.
```

## Switch statement

# Groovy Projects

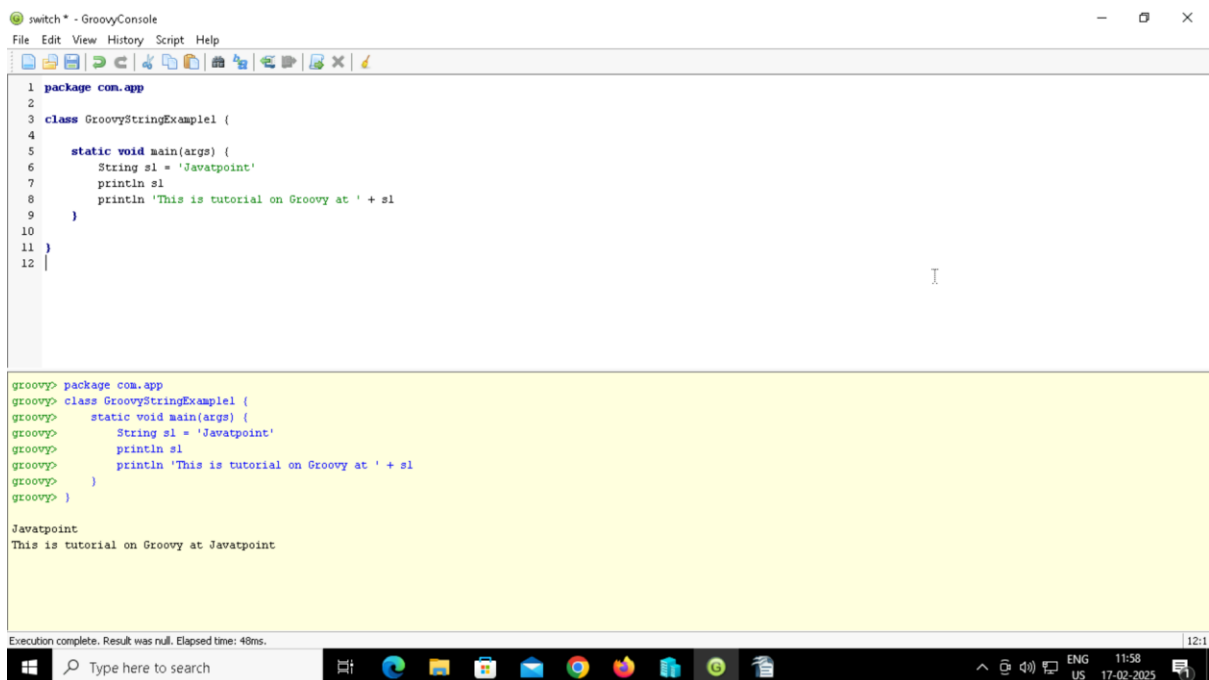


The screenshot shows the GroovyConsole application with a switch statement example. The code is as follows:

```
4 static void main(args) {  
5     int a = 4  
6  
7     switch(a) {  
8         case 1:  
9             println("Monday")  
10            break  
11        case 2:  
12            println("Tuesday")  
13            break  
14        case 3:  
15            println("Wednesday")  
16            break  
17        case 4:  
18            println("Wednesday")  
19            break  
20        case 5:  
21            println("Thursday")  
22            break  
23        case 6:  
24            println("Friday")  
25            break  
26        case 7:  
27            println("Saturday")  
28            break  
29        default:  
30            println("Sunday")  
31            break  
32    }  
33 }  
34  
35 }  
36 }  
37 }  
38 }  
39 }  
40 }  
41 }  
42 }  
43 }  
44 }  
45 }  
46 }  
47 }  
48 }  
49 }  
50 }  
51 }  
52 }  
53 }  
54 }  
55 }  
56 }  
57 }  
58 }  
59 }  
60 }  
61 }  
62 }  
63 }  
64 }  
65 }  
66 }  
67 }  
68 }  
69 }  
70 }  
71 }  
72 }  
73 }  
74 }  
75 }  
76 }  
77 }  
78 }  
79 }  
80 }  
81 }  
82 }  
83 }  
84 }  
85 }  
86 }  
87 }  
88 }  
89 }  
90 }  
91 }  
92 }  
93 }  
94 }  
95 }  
96 }  
97 }  
98 }  
99 }  
100 }
```

The output of the program is "Thursday".

## Single quoted string



The screenshot shows the GroovyConsole application with a single quoted string example. The code is as follows:

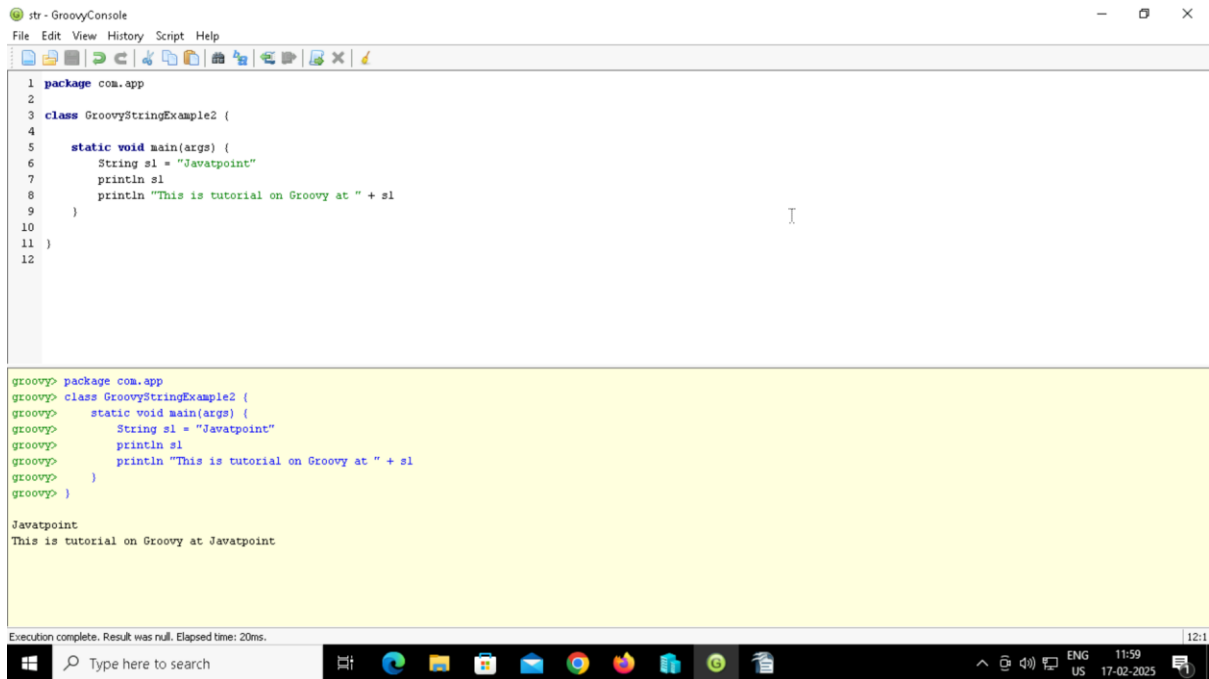
```
1 package com.app  
2  
3 class GroovyStringExamp1 {  
4  
5     static void main(args) {  
6         String s1 = 'Javatpoint'  
7         println s1  
8         println 'This is tutorial on Groovy at ' + s1  
9     }  
10 }  
11 }  
12 }
```

The output of the program is:

```
Javatpoint  
This is tutorial on Groovy at Javatpoint
```

## Double quoted string example 1

# Groovy Projects



The screenshot shows the GroovyConsole application window. The title bar reads "str - GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations and execution. The script editor displays the following code:

```
1 package com.app
2
3 class GroovyStringExample2 {
4
5     static void main(args) {
6         String s1 = "Javatpoint"
7         println s1
8         println "This is tutorial on Groovy at " + s1
9     }
10
11 }
12
```

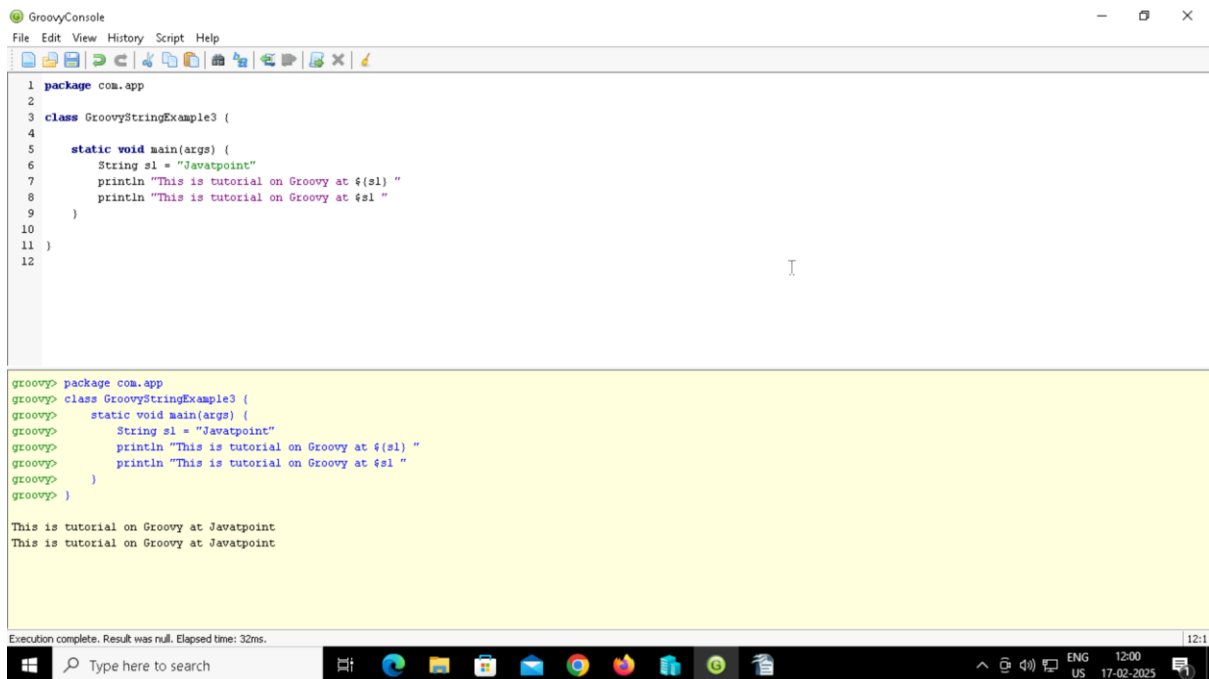
The console output area shows the execution of the script:

```
groovy> package com.app
groovy> class GroovyStringExample2 {
groovy>     static void main(args) {
groovy>         String s1 = "Javatpoint"
groovy>         println s1
groovy>         println "This is tutorial on Groovy at " + s1
groovy>     }
groovy> }

Javatpoint
This is tutorial on Groovy at Javatpoint
```

At the bottom, a status bar indicates "Execution complete. Result was null. Elapsed time: 20ms." The Windows taskbar at the bottom shows the search bar and various application icons.

## Double quoted string example 2



The screenshot shows the GroovyConsole application window. The title bar reads "GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations and execution. The script editor displays the following code:

```
1 package com.app
2
3 class GroovyStringExample3 {
4
5     static void main(args) {
6         String s1 = "Javatpoint"
7         println "This is tutorial on Groovy at ${s1} "
8         println "This is tutorial on Groovy at $s1 "
9     }
10
11 }
12
```

The console output area shows the execution of the script:

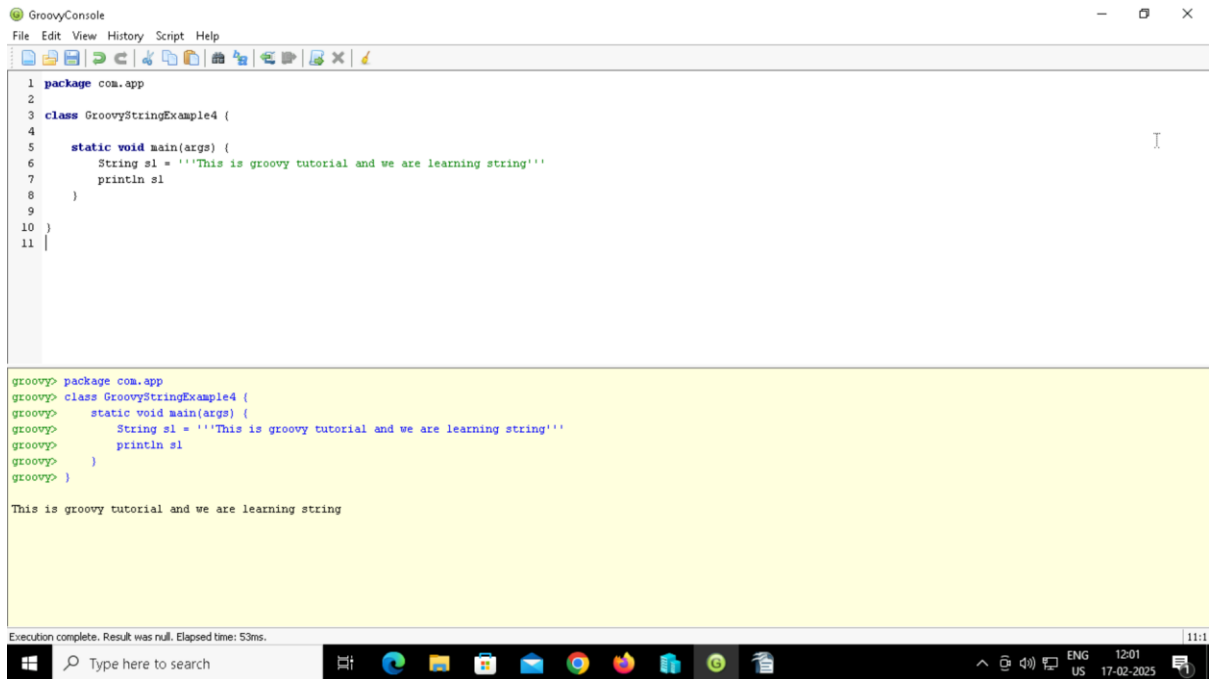
```
groovy> package com.app
groovy> class GroovyStringExample3 {
groovy>     static void main(args) {
groovy>         String s1 = "Javatpoint"
groovy>         println "This is tutorial on Groovy at ${s1} "
groovy>         println "This is tutorial on Groovy at $s1 "
groovy>     }
groovy> }

This is tutorial on Groovy at Javatpoint
This is tutorial on Groovy at Javatpoint
```

At the bottom, a status bar indicates "Execution complete. Result was null. Elapsed time: 32ms." The Windows taskbar at the bottom shows the search bar and various application icons.

## Triple single quoted string example 1

# Groovy Projects



The screenshot shows the GroovyConsole application. The top pane contains the following Groovy code:

```
1 package com.app
2
3 class GroovyStringExample4 {
4
5     static void main(args) {
6         String s1 = 'This is groovy tutorial and we are learning string'
7         println s1
8     }
9
10 }
11
```

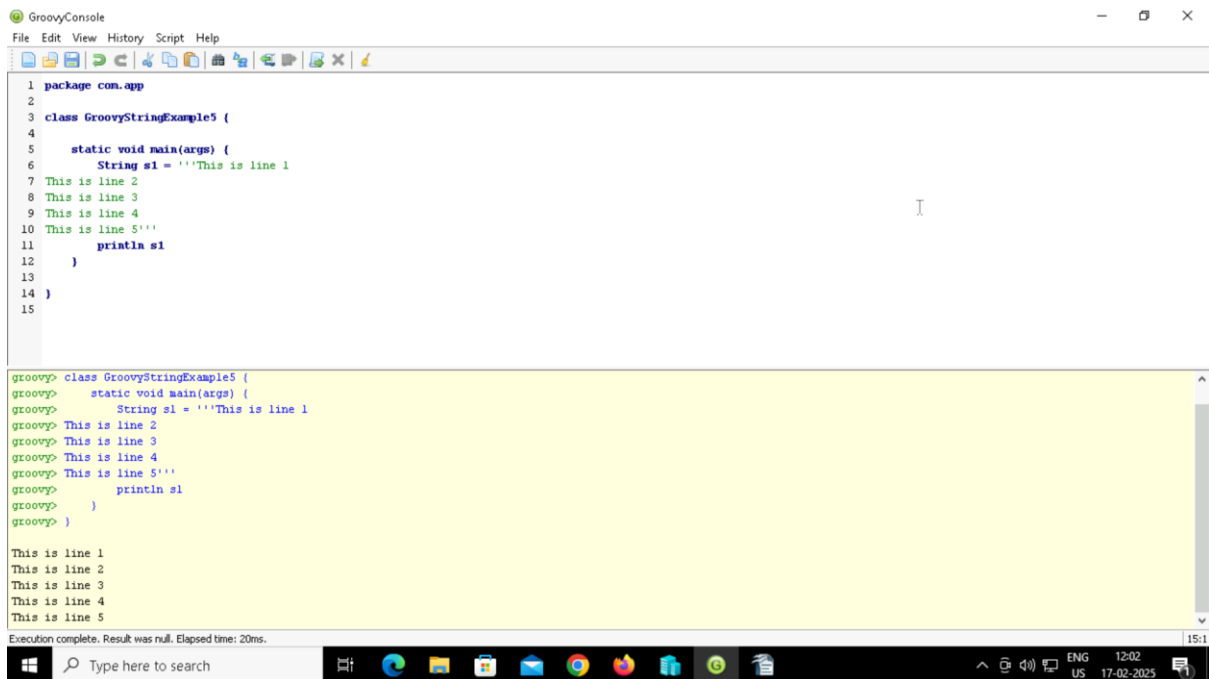
The bottom pane shows the execution output:

```
groovy> package com.app
groovy> class GroovyStringExample4 {
groovy>     static void main(args) {
groovy>         String s1 = 'This is groovy tutorial and we are learning string'
groovy>         println s1
groovy>     }
groovy> }
groovy>

This is groovy tutorial and we are learning string
```

Execution complete. Result was null. Elapsed time: 53ms.

## Triple single quoted string example 2



The screenshot shows the GroovyConsole application. The top pane contains the following Groovy code:

```
1 package com.app
2
3 class GroovyStringExample5 {
4
5     static void main(args) {
6         String s1 = '''This is line 1
7 This is line 2
8 This is line 3
9 This is line 4
10 This is line 5'''
11         println s1
12     }
13
14 }
15
```

The bottom pane shows the execution output:

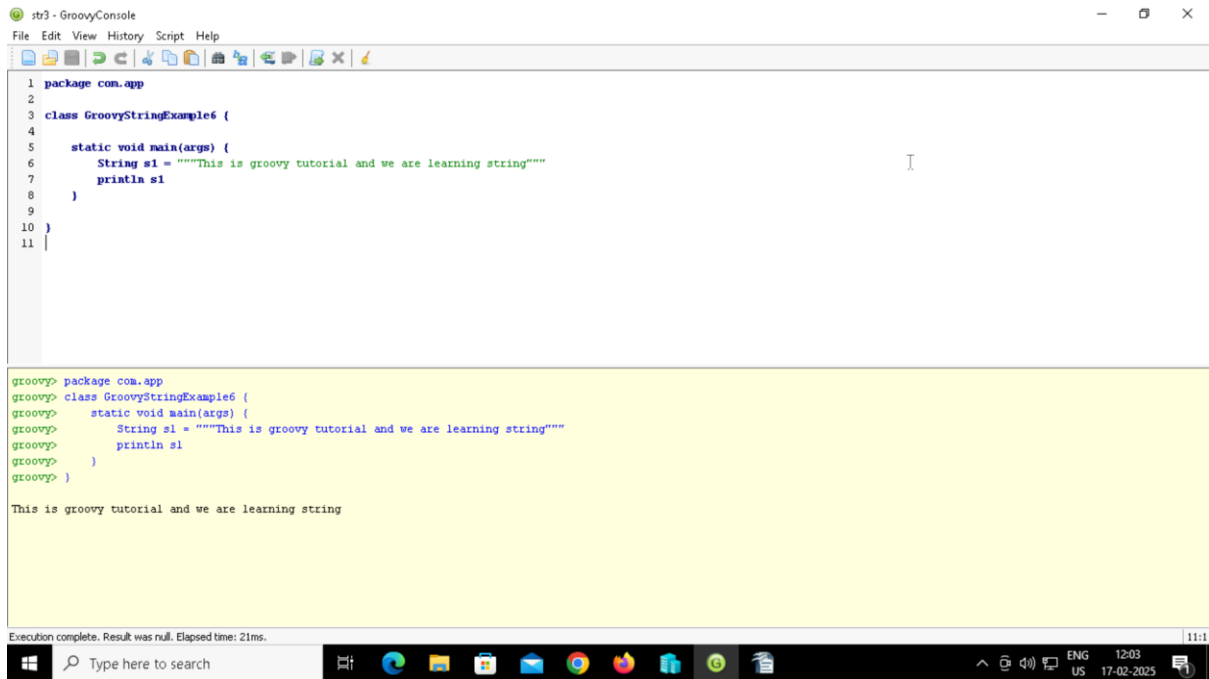
```
groovy> class GroovyStringExample5 {
groovy>     static void main(args) {
groovy>         String s1 = '''This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5'''
groovy>         println s1
groovy>     }
groovy> }

This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

Execution complete. Result was null. Elapsed time: 20ms.

## Triple double quoted string example 1

# Groovy Projects



The screenshot shows a window titled 'str3 - GroovyConsole'. The code editor contains the following Groovy code:

```
1 package com.app
2
3 class GroovyStringExample6 {
4
5     static void main(args) {
6         String s1 = """"This is groovy tutorial and we are learning string""""
7         println s1
8     }
9
10 }
11 |
```

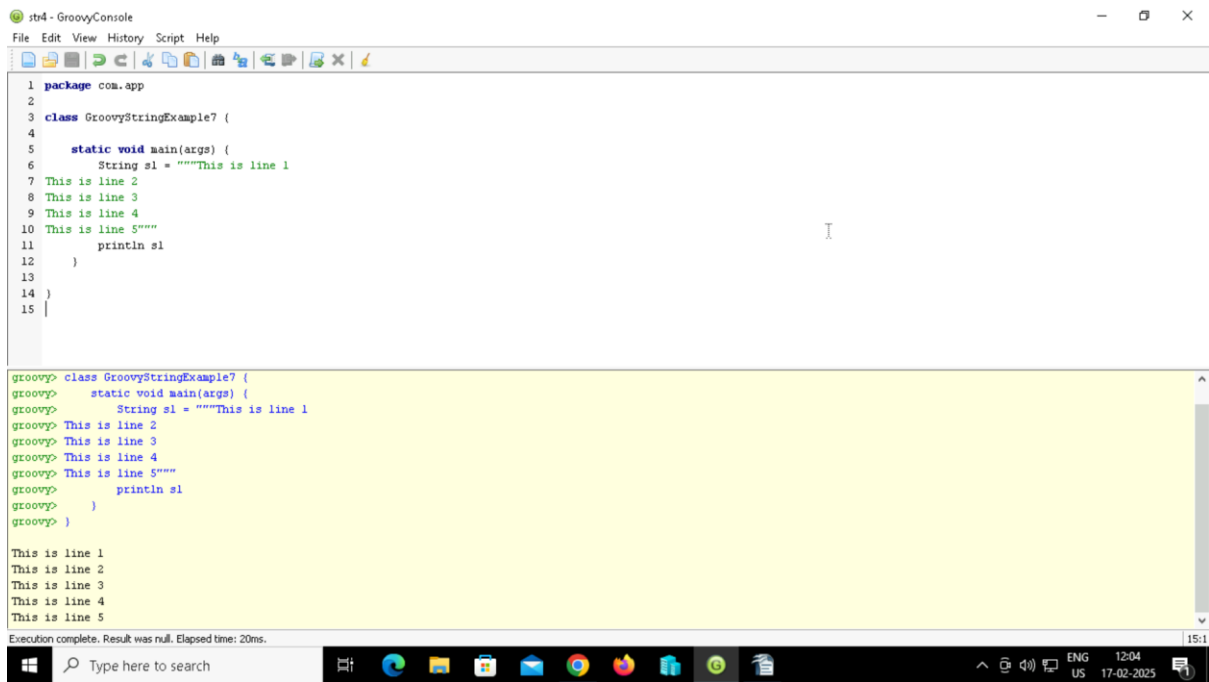
The console output shows the execution of the code:

```
groovy> package com.app
groovy> class GroovyStringExample6 {
groovy>     static void main(args) {
groovy>         String s1 = """"This is groovy tutorial and we are learning string""""
groovy>         println s1
groovy>     }
groovy> }
groovy>

This is groovy tutorial and we are learning string
```

The status bar at the bottom indicates 'Execution complete. Result was null. Elapsed time: 21ms.' The Windows taskbar is visible at the bottom with the time 12:03 on 17-02-2025.

## Triple double quoted string example 2



The screenshot shows a window titled 'str4 - GroovyConsole'. The code editor contains the following Groovy code:

```
1 package com.app
2
3 class GroovyStringExample7 {
4
5     static void main(args) {
6         String s1 = """"This is line 1
7 This is line 2
8 This is line 3
9 This is line 4
10 This is line 5""""
11         println s1
12     }
13
14 }
15 |
```

The console output shows the execution of the code:

```
groovy> class GroovyStringExample7 {
groovy>     static void main(args) {
groovy>         String s1 = """"This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5""""
groovy>         println s1
groovy>     }
groovy> }
groovy>

This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

The status bar at the bottom indicates 'Execution complete. Result was null. Elapsed time: 20ms.' The Windows taskbar is visible at the bottom with the time 12:04 on 17-02-2025.

## Triple double quoted string example 3

# Groovy Projects

```
1 package com.app
2
3 class GroovyStringExample8 {
4
5     static void main(args) {
6         String s1 = ""This is line 1
7 This is line 2
8 This is line 3
9 This is line 4
10 This is line 5""
11         println ""Hello $s1""
12         println ""Hey $s1""
13     }
14 }
15 }
16 |
```

```
groovy> This is line 5""
groovy>         println ""Hello $s1""
groovy>         println ""Hey $s1""
groovy>     }
groovy> }
groovy> }

Hello This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
Hey This is line 1
This is line 2
This is line 3
This is line 4
This is line 5

Execution complete. Result was null. Elapsed time: 24ms.
```

## Slashy string example 1

```
1 package com.app
2
3 class GroovyStringExample9 {
4
5     static void main(args) {
6         String s1 = /This is groovy tutorial and we are learning string/
7         println s1
8     }
9
10 }
11 |
```

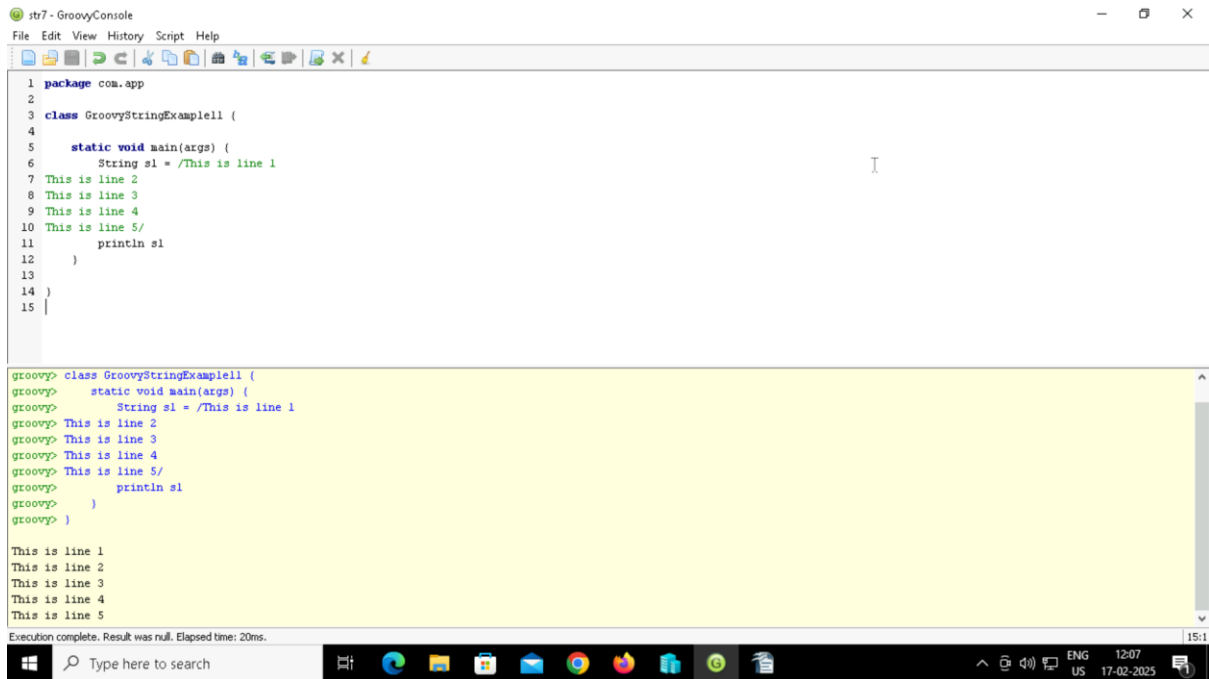
```
groovy> package com.app
groovy> class GroovyStringExample9 {
groovy>     static void main(args) {
groovy>         String s1 = /This is groovy tutorial and we are learning string/
groovy>         println s1
groovy>     }
groovy> }
groovy> }

This is groovy tutorial and we are learning string

Execution complete. Result was null. Elapsed time: 18ms.
```

## Slashy string example 2

# Groovy Projects



The screenshot shows the GroovyConsole application window. The title bar reads "str7 - GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations and execution. The script editor contains the following code:

```
1 package com.app
2
3 class GroovyStringExample1 {
4
5     static void main(args) {
6         String s1 = /This is line 1
7 This is line 2
8 This is line 3
9 This is line 4
10 This is line 5/
11         println s1
12     }
13 }
14 }
15 |
```

The output pane shows the execution results:

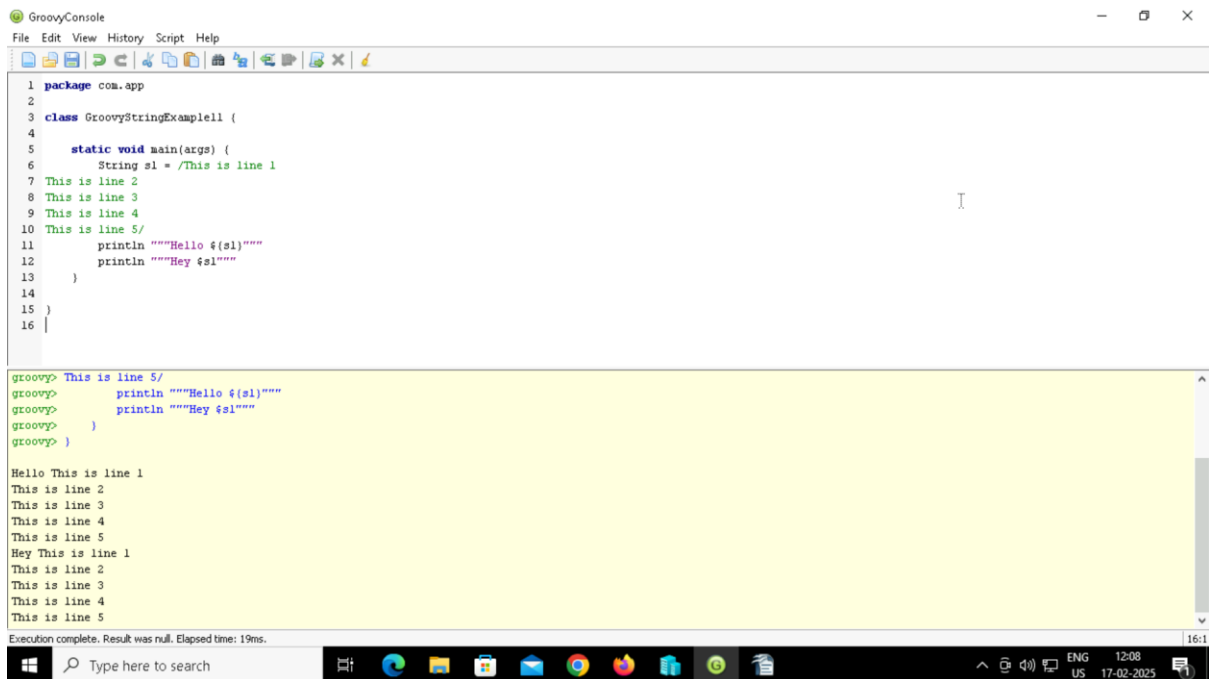
```
groovy> class GroovyStringExample1 {
groovy>     static void main(args) {
groovy>         String s1 = /This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5/
groovy>         println s1
groovy>     }
groovy> }
groovy> }
```

Below the code, the output is displayed:

```
This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

The status bar at the bottom indicates "Execution complete. Result was null. Elapsed time: 20ms." The Windows taskbar is visible at the bottom with the search bar and system clock showing 12:07 on 17-02-2025.

## Slashy string example 3



The screenshot shows the GroovyConsole application window. The title bar reads "GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations and execution. The script editor contains the following code:

```
1 package com.app
2
3 class GroovyStringExample1 {
4
5     static void main(args) {
6         String s1 = /This is line 1
7 This is line 2
8 This is line 3
9 This is line 4
10 This is line 5/
11         println ""Hello ${s1}""
12         println ""Hey ${s1}""
13     }
14 }
15 |
16 |
```

The output pane shows the execution results:

```
groovy> This is line 5/
groovy>         println ""Hello ${s1}""
groovy>         println ""Hey ${s1}""
groovy>     }
groovy> }
```

Below the code, the output is displayed:

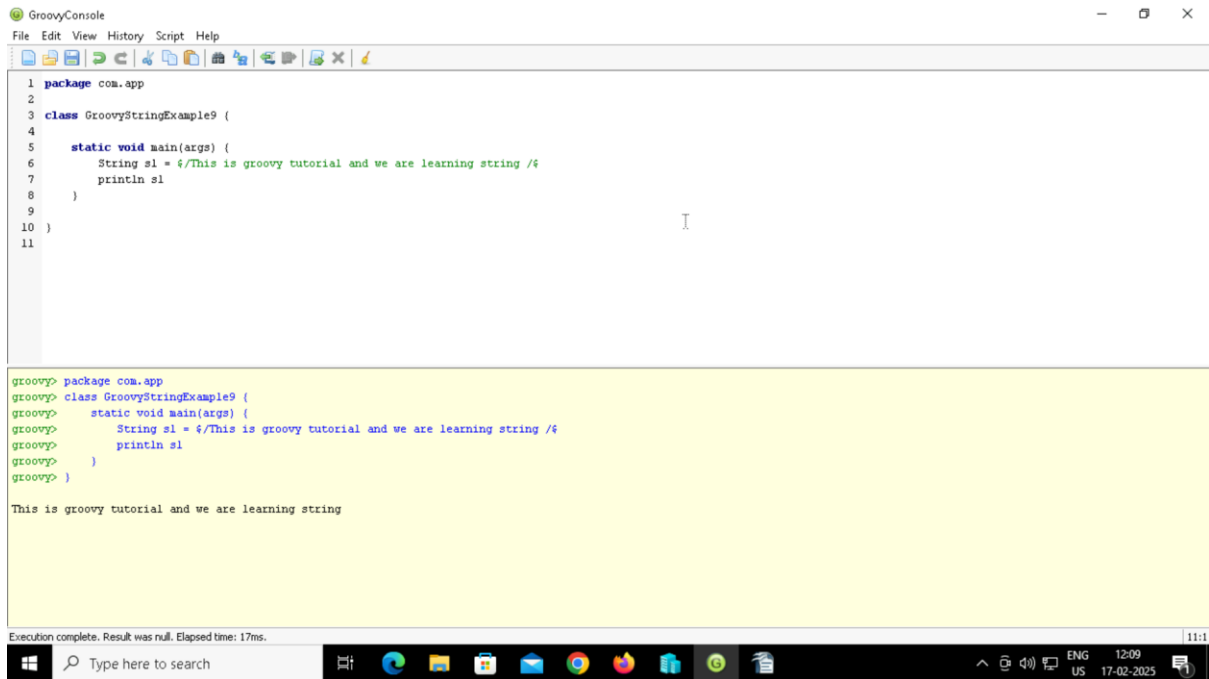
```
Hello This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
Hey This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

The status bar at the bottom indicates "Execution complete. Result was null. Elapsed time: 19ms." The Windows taskbar is visible at the bottom with the search bar and system clock showing 12:08 on 17-02-2025.

## Dollar slashy string example 1



# Groovy Projects



The screenshot shows the GroovyConsole application window. The title bar is "GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations and execution. The script editor contains the following code:

```
1 package com.app
2
3 class GroovyStringExample9 {
4
5     static void main(args) {
6         String s1 = "/This is groovy tutorial and we are learning string /"
7         println s1
8     }
9
10 }
11
```

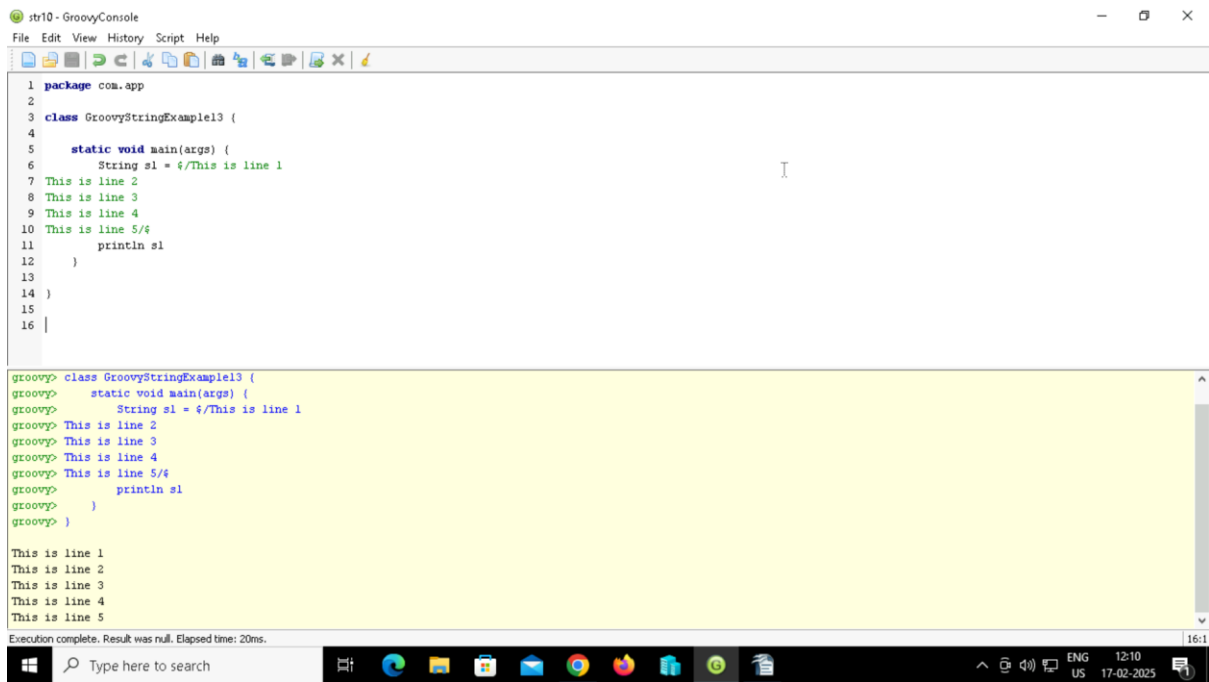
The console output shows the command history and the result of the execution:

```
groovy> package com.app
groovy> class GroovyStringExample9 {
groovy>     static void main(args) {
groovy>         String s1 = "/This is groovy tutorial and we are learning string /"
groovy>         println s1
groovy>     }
groovy> }
groovy>

This is groovy tutorial and we are learning string
```

The status bar at the bottom indicates "Execution complete. Result was null. Elapsed time: 17ms." The Windows taskbar is visible at the bottom with the search bar and various application icons.

## Dollar slashy string example 2



The screenshot shows the GroovyConsole application window. The title bar is "str10 - GroovyConsole". The menu bar includes "File", "Edit", "View", "History", "Script", and "Help". The toolbar contains icons for file operations and execution. The script editor contains the following code:

```
1 package com.app
2
3 class GroovyStringExample13 {
4
5     static void main(args) {
6         String s1 = "/This is line 1
7 This is line 2
8 This is line 3
9 This is line 4
10 This is line 5/"
11         println s1
12     }
13
14 }
15
16 |
```

The console output shows the command history and the result of the execution:

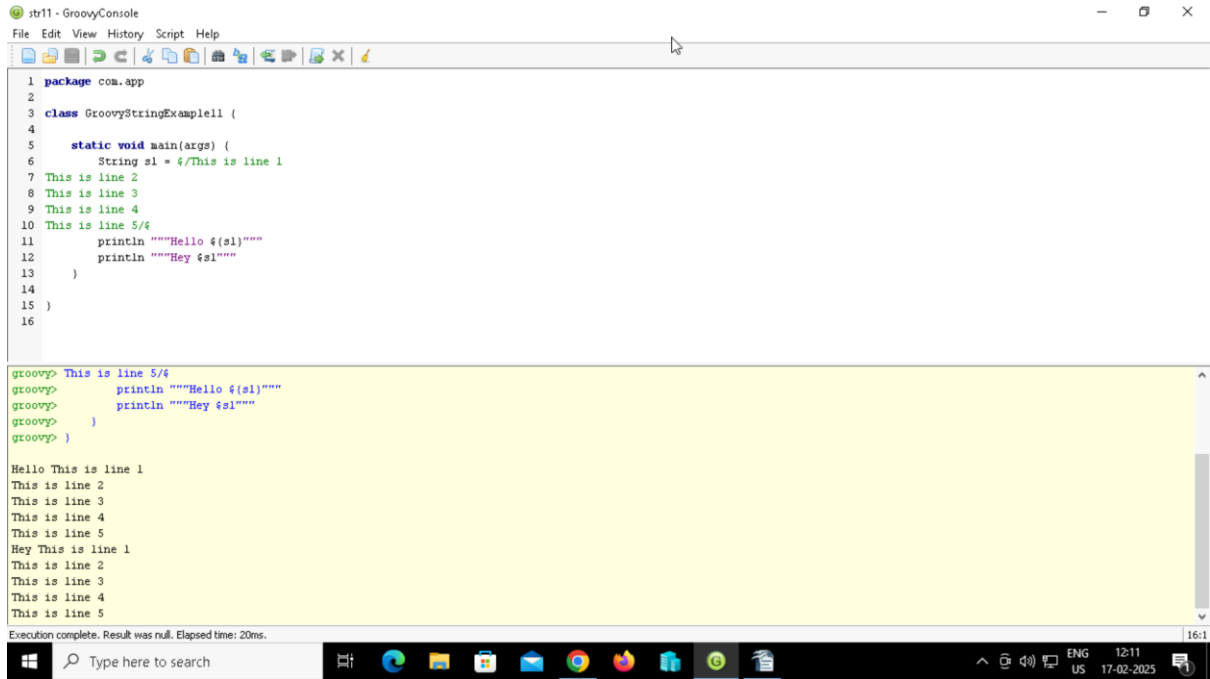
```
groovy> class GroovyStringExample13 {
groovy>     static void main(args) {
groovy>         String s1 = "/This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5/"
groovy>         println s1
groovy>     }
groovy> }

This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

The status bar at the bottom indicates "Execution complete. Result was null. Elapsed time: 20ms." The Windows taskbar is visible at the bottom with the search bar and various application icons.

## Dollar slashy string example 3

# Groovy Projects



The screenshot shows a window titled "str11 - GroovyConsole" with a menu bar (File, Edit, View, History, Script, Help) and a toolbar. The main area contains a Groovy script and its execution output.

```
1 package com.app
2
3 class GroovyStringExample1 {
4
5     static void main(args) {
6         String s1 = "This is line 1"
7         This is line 2
8         This is line 3
9         This is line 4
10        This is line 5
11        println ""Hello ${s1}""
12        println ""Hey ${s1}""
13    }
14
15 }
16
```

The output area shows the following text:

```
groovy> This is line 5
groovy>         println ""Hello ${s1}""
groovy>         println ""Hey ${s1}""
groovy>     }
groovy> }

Hello This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
Hey This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

At the bottom, a status bar indicates "Execution complete. Result was null. Elapsed time: 20ms." and the system tray shows the date and time as 17-02-2025 12:11.