DECISION MAKING & BRANCHING

Control / decision making Statements:

    if   Statement

    switch   Statement
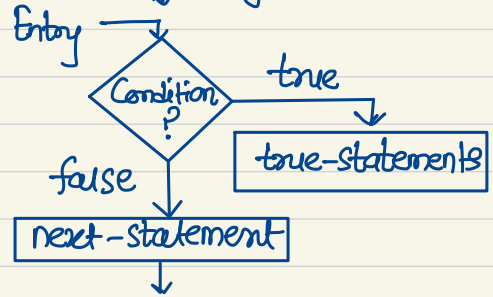
    Conditional operator Statement

if   Statement :

Pseudo Code
```
if (Condition)
{
    true - Statements;
}
next_statements;
```
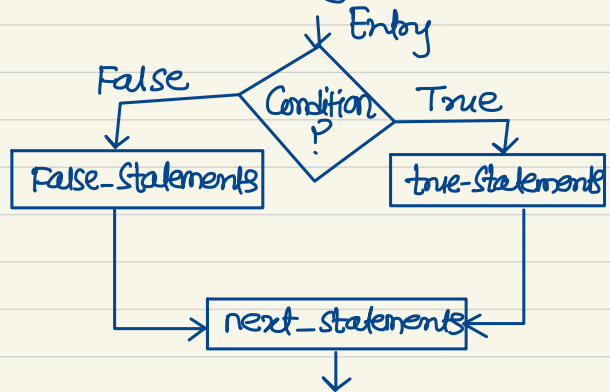
Control flow diagram

if - else   Statement :

Pseudo Code
```
if (Condition)
{
    true- Statements;
}
else
{   False- Statements;
}
next-statements;
```

Control flow diagram

else-if Statements:

Nesting if-else Statements:

Switch Statement:

```
Switch (expression) {
    Case Value-1:
                    1-Statements;
                    break;

    Case value 2:
                    2-Statements;
                    break;
                  ¦
    default:
                    default-Statements;
                    break;
}
```

*→ If we don't use 'break' statement then after the 'case' hits, every 'case' will execute.

*→ 'default' is an optimal and can be present at any place.

*→ Case value should be Constant.

? : Operator: