Implement a program using Basic programming constructs like Branching and Looping

• While Loop

```
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>javac WhileLoop.java
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>java WhileLoop.java
10
20
30
40
50
60
70
80
90
100
```

• For Loop

```
class Forloop
{
    public static void main(String args[])
    {
        int M20;
        for(M20=1; M20<=100; M20++)
        {
            if(M20%20==0)
            {
                  System.out.println(M20);
            }
        }
     }
}</pre>
```

```
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>javac ForLoop.java
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>java ForLoop.java
20
40
60
80
100
```

• Do-While Loop

```
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>javac DoWhileLoop.java
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>java DoWhileLoop.java
25
50
75
100
```

• If-Else Statements

```
public class IfElse
{
    public static void main(String[] args)
    {
        int number=13;
        if(number%2==0){

            System.out.println(number + " is an even number");
        }
        else{
            System.out.println(number + " is an odd number");
        }
    }
}
```

OUTPUT

C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>javac IfElse.java
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>java IfElse.java
13 is an odd number

• Else-If Ladder

```
class ElseIfLadder
{
    public static void main(String args[])
    {
        int marks=90;
        if(marks>=90)
            System.out.println("Student got Grade O as they scored " +
marks + " marks.");
        else if(marks>=80)
            System.out.println("Student got Grade A as they scored " +
marks + " marks.");
        else if(marks>=70)
            System.out.println("Student got Grade B as they scored " +
marks + " marks.");
        else if(marks>=60)
            System.out.println("Student got Grade C as they scored " +
marks + " marks.");
        else if(marks>=50)
            System.out.println("Student got Grade D as they scored " +
marks + " marks.");
        else if(marks>=40)
            System.out.println("Student got Grade E as they scored " +
marks + " marks.");
        else if(marks<40)
            System.out.println("Student got Grade F as they scored " +
marks + " marks.");
        }
```

```
else
{
         System.out.println("Incorrect Input!");
}
}
```

OUTPUT

C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>javac ElseIfLadder.java
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>java ElseIfLadder.java
Student got Grade 0 as they scored 90 marks.

• Nested If-Else Ladder

```
else
{
    if(b>c)
        {
        System.out.println("\nb is greater than a and c!");
        }
    else
        {
        System.out.println("\nc is greater than a and b!");
        }
}
```

OUTPUT

```
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>javac NestedIfElse.java
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>java NestedIfElse.java
c is greater than a and b!
```

• Switch Case

```
class SwitchCase
{
    public static void main (String args[])
    {
    int WeekDay=5;
    switch(WeekDay)
        {
        case 1:
        System.out.println("\nIt's Monday!");
        break;
```

```
case 2:
        System.out.println("\nIt's Tuesday!");
        break;
        case 3:
        System.out.println("\nIt's Wednesday!");
        break;
        case 4:
        System.out.println("\nIt's Thursday!");
        break;
        case 5:
        System.out.println("\nIt's Friday!");
        break;
        case 6:
        System.out.println("\nIt's Saturday!");
        break;
        case 7:
        System.out.println("\nIt's Sunday!");
        break;
        default:
        System.out.println("\nInvalid Input!");
        break;
        }
   }
}
```

```
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>javac SwitchCase.java
C:\Users\User.DESKTOP-VKOH6B7\Documents\Java Projects>java SwitchCase.java
It's Friday!
```