Decision Control In C Programming:

- 1. Decision Control Instruction(if, else, nested if, nested if-else, (exp1)?exp2:exp3)
- 2. Iterative Control Instruction (Loop Or Repetitive Control Instruction) (while, do while, for)
- 3. Switch Case Control Instruction (switch, case)
- 4. Goto Control Instruction (goto)
- 5. Continue and Break Instruction

If Else Statement:

If and else keyword is used for conditional statement. Where we can decide whether a particular statement will be executed by compiler or not.

```
#include < stdio.h >
#include < conio.h >
fint main()

int i;

printf("Enter Value Of I:");
scanf("%d", &i);

if(i >= 10)
    printf("Value: %d",(i * 10));

getch();
#include < stdio.h >
ENCCODE\DemoC.exe

Enter Value Of I: 20
Value: 200

Fint i;

getch();
```

```
#include < stdio.h >
#include < conio.h >

int main()
{
    int i;

    printf("Enter Value Of I:");
    scanf("%d", &i);

    if(i >= 10)
        printf("Value: %d",(i * 10));

    getch();
}
#Include < stdio.h >
#include < stdi
```

```
# i n c l u d e < s t d i o . h >
# i n c l u d e < c o n i o . h >
# i n c l u d e < c o n i o . h >

i n t mai n ()

i n t i ;

pri n t f ( " Enter Value Of I : " );
s c a n f ( " %d " , &i );

i f (i >= 10)
{
 pri n t f ( " Value : %d " , (i * 10));
}
el s e
{
 pri n t f ( " Value : %d " , (i * 20));
}
g et c h ();
}
```

```
#include < stdio. h >
#include < conio. h >

#include < conio. h >

int main()

int i;

printf("Enter Value Of I:");
scanf("%d", &i);

if(i >= 10)
{
 printf("Value: %d",(i * 10));
}
else
{
 printf("Value: %d",(i * 20));
}
getch();
}
```

Nested If & Nested If Else Statement:

Nested if and nested if else define if you want more decision for execution of a statement then we used nested if and nested if else.

```
#include<stdio.h>
#include<conio.h>
#include<conio.h>

int main()
{
    int i ;
    printf("Enter Value Of I : ");
    scanf("%d", &i);

    if(i > 50)
    {
        if(i % 2 == 0)
        {
            printf("value Of %d " 40 : %d",i,(i * 40));
        }
        getch();
}

#include<conio.h>
#include<conio.h

#include<conio.h
```

```
#include < stdio.h >
#include < conio.h >

int main()

int i;

printf("Enter Value Of I:");
scanf("%d", &i);

if(i > 50)
{
    if(i % 2 == 0)
        {
        printf("value Of %d * 40: %d",i,(i * 40));
    }
}
getch();

Enter Value Of I: 54
value Of 54 * 40: 2160
```