| if (x > y)  {  z = x;  } else {  z = y;  } |
| --- |

| switch (day) {  case 1: printf("Monday");  break;  case 2: printf("Tuesday");  break;  default: printf("Invalid day");  } |
| --- |

| switch\_value = day // Evaluate the switch variable  if switch\_value == 1 goto L1  if switch\_value == 2 goto L2  goto L3 // Jump to default case  L1: printf("Monday")  goto L4 // Jump to end  L2: printf("Tuesday")  goto L4 // Jump to end  L3: printf("Invalid day") // Default case  L4: |
| --- |

| int a = 5;  int b = 10;  int c = a + b; |
| --- |