

# Decision Making Instructions

Conditional statements are used to perform operations based on some condition.

## If Statement

```
if (condition) {  
  // This block of code will get executed, if the condition is True  
}
```

## If-else Statement

```
if (condition) {  
  // If condition is True then this block will get executed  
} else {  
  // If condition is False then this block will get executed  
}
```

## if else-if Statement

```
if (condition) {  
  // Statements;  
}  
else if (condition){  
  // Statements;  
}  
else{  
  // Statements  
}
```

## Ternary Operator

It is shorthand of an if-else statement.

```
variable = (condition) ? expressionTrue : expressionFalse;
```

## Switch Case Statement

It allows a variable to be tested for equality against a list of values (cases).

```
switch (expression)
{
case constant-expression:
statement1;
statement2;
break;
case constant-expression:
statement;
break;
...
default:
statement;
}
```

## Iterative Statements

Iterative statements facilitate programmers to execute any block of code lines repeatedly and can be controlled as per conditions added by the programmer.

### while Loop

It iterates the block of code as long as a specified condition is True

```
while (/* condition */)
{
/* code block to be executed */
}
```

### do-while loop

It is an exit controlled loop. It is very similar to the while loop with one difference, i.e., the body of the do-while loop is executed at least once even if the condition is False

```
do
{
/* code */
} while (/* condition */);
```

### for loop

It is used to iterate the statements or a part of the program several times. It is frequently used to traverse the data structures like the array and linked list.

```
for (int i = 0; i < count; i++)  
{  
    /* code */  
}
```

## Break Statement

break keyword inside the loop is used to terminate the loop

```
break;
```

## Continue Statement

continue keyword skips the rest of the current iteration of the loop and returns to the starting point of the loop

```
continue;
```