

// > < >= <= are also comparison operators

# Control structures

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// ----- CONTROL STRUCTURE -----  
  
// CONDITIONALS  
  
// IF ELSE IF ELSE  
  
int num = 42;  
if (num > 50) {  
    std::cout << "num is greater than 50" << std::endl;  
} else if (num < 50) {  
    std::cout << "num is smaller than 50" << std::endl;  
} else {  
    std::cout << "num is equals to 50" << std::endl;  
}  
  
// SWITCH CASE BREAK DEFAULT  
// remember to include a break statement at the end of each condition otherwise logic will fall through to the next case  
  
char grade = 'B';  
switch (grade) {  
    case 'A':  
        std::cout << "excellent!" << std::endl;  
        break;  
    case 'B':  
        std::cout << "good job!" << std::endl;  
        break;  
    case 'C':  
        std::cout << "you passed" << std::endl;  
        break;  
    default:  
        std::cout << "invalid grade" << std::endl;  
}  
  
// LOOPS  
  
// FOR LOOPS  
// rudimentary for loop implementation similar to other languages  
  
for (int i = 0; i < 5; ++i) {  
    std::cout << i << std::endl;  
}  
  
// WHILE LOOPS  
  
int counter = 0;  
while (counter < 5) {  
    std::cout << counter << std::endl;  
    ++counter;  
}  
  
// DO WHILE LOOPS  
  
int num = 0;  
do {  
    std::cout << num << std::endl;  
    ++num;  
} while (num < 5);
```