

→ Conditional statements :

if-else : → use to check condition whether the given condition is true or false

Syntax -

```
if (condition) {  
    // Body - task 1  
} else {  
    // if not task 1, then task 2  
}
```

Nested if-else : → multiple conditions & statements

Syntax -

```
if (condition) {  
    // Body  
} else if (condition 2) {  
    // Body  
} else if (condition 3) {  
    // Body  
} else {  
    // Body  
}
```

~~Equals~~ ^{values} equals → compare content
'==' → address comparison
references

→ loops : iteration

for loop : → used when number of loops/iterations are known.

Syntax -

```
for (initialization; condition; incr/decr) {  
    // body  
}
```


while loop \rightarrow used when no. of loops are unknown

Syntax -

```
while (condition) {  
    // body  
    // inc/dec  
}
```

do while loop \rightarrow used when we want to execute statement at least once.

\rightarrow Also known to be exit control loop as it checks condition after execution of statement.

Syntax -

```
do {  
    // body  
    // update statement / inc/dec  
} while (condition);
```

while loop

- * no iteration fixed
- * entry controlled loop
- * no semicolon at while (condition)

Do while loop

- * iteration executes statement at least once
- * exit controlled loop
- * semicolon at while (condition)

.trim() \rightarrow removes spaces ~~characters~~ between strings & characters.

.charAt() \rightarrow returns a char value at the given index number.



→ Switch case : jump to various cases based on expression.
: duplicate cases not allowed.

Syntax - switch(expression) {

case one :

// code block

break;

case two :

// code block

break;

default :

// code block

}

→ it works when none of the given cases executed for inputted.

→ if default is b/w cases use break;

break; terminate the sequence (if no break; it will continue with other cases)

° Nested switch case -

Syntax - switch(expression) {

case one :

// code

break;

case two :

switch(expression) {

case one :

// code

break;

default :

// code

}

break;

default :

// code

}