Summery

There are three kinds of control statements.

1. Selection
2. Iteration
3. Jump

Selection (If, If-Else-If, Switch)

Selection statements allow your program to choose different paths of execution based upon the outcome of an expression or state of a variable.

If-else

It can be used to route program execution through two different paths.

```
if(Boolean-expression)
  statement;
```

```
if(Boolean-expression){
  statement;
}
```

Or

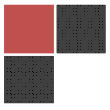
```
if(Boolean-expression)
  statement1;
else
  statement2;
```

```
if(Boolean-expression) {
  statement1;
} else {
  statement2;
}
```

If-else-if

```
if(Boolean-expression1)
  statement1;
else if(Boolean-expression2)
  statement2;
else
  statement3;
```

```
if(Boolean-expression1) {
  statement1;
} else if(Boolean-expression2) {
  statement2;
} else {
  statement3;
}
```

Switch

```
switch(integral-selector) {
  case integral-value1 : statement; break;
  case integral-value2 : statement; break;
  case integral-value3 : statement; break;
  case integral-value4 : statement; break;
  case integral-value5 : statement; break;
          // ...
  default: statement;
}
```

Iteration (while, do-while, for)

while, do-while and for control looping and are sometimes classified as iteration statements. A statement repeats until the controlling Boolean-expression evaluates to false.

While

```
while(Boolean-expression)
  statement
```

```
while(Boolean-expression) {
  statement
}
```

Do-While

The form for do-while is

```
do
  statement;
while(Boolean-expression);
```

```
do {
  statement;
} while(Boolean-expression);
```

For

```
for(initialization; Boolean-expression; step)
  statement
```

```
for(initialization; Boolean-expression; step) {
  statement

}
```

Jump (break, continue, return)

Break and Continue

```
continue;

break;
```

Return

```
Return;
```