**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**

**v**

**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;