

# DAY-14

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## ELSE IF LADDER

- IN ELSE-IF LADDER THE CONDITION-1 IS CHECKED AND IF IT IS TRUE THE SET OF BLOCK WILL BE EXCEUTED OR
- IF THE CONDITION1 IS FALSE IT GOES TO THE ELSE PART AND CHECK CONDITION2 IF IT IS TRUE THEN THE SET OF BLOCK WILL EXCEUTED OR
- IF THE CONDITION 2 IS FALSE IT GOES TO THE ELSE PART AND EXECUTE THE SET OF BLOCK
- HERE THERE CAN BE MANY STAGES OF IF-ELSE CONDITION BUT ONLY ONE BLOCK WILL BE EXECUTED

```
IF(CONDITION-1)
{
    //CODE TO EXECUTED
}
ELSE IF(CONDITION-2)
{
    //CODE TO EXECUTED
}

ELSE
{
    //CODE TO BE EXECUTED
}
```

- WRITE A PROGRAM TO FIND THE GREATEST OF THREE NUMBERS

NUM1 = 100

NUM2 = 200

NUM3 = 300

NUM1

NUM1 SHOULD BE GREATER NUM 2 AND ALSO NUM 1 GREATER THAN NUMBER 3

NUM2

NUM2 SHOULD BE GREATER NUM 1 AND ALSO NUM 2 GREATER THAN NUMBER 3

NUM 3

NUM3 SHOULD BE GREATER NUM 1 AND ALSO NUM 3 GREATER THAN NUMBER 2

```

class Test1
{
    public static void main(String[] args)
    {
        int num1 = 10;
        int num2 = 10;
        int num3 = 10;

        if (num1 > num2 && num1 > num3)
        {
            System.out.println("The largest is num1");
        }
        else if(num2 > num1 && num2 > num3)
        {
            System.out.println("The largest is num2");
        }
        else if(num3 > num1 && num3 > num2)
        {
            System.out.println("The largest is num3");
        }
        else
        {
            System.out.println("All are numbers are equal");
        }
    }
}

```

### **SWITCH**

- SWITCH STATEMENT CHECKS THE VALUE/EXPRESSION , THEN COMPARE IT WITH THE CASE VALUES AND THEN EXCEUTES THE CORRESPONDING SET OF BLOCK

```

SWITCH(VALUE/EXPRESSION)
{
    CASE 1: CODE TO BE EXECUTED                x=5
}

```

