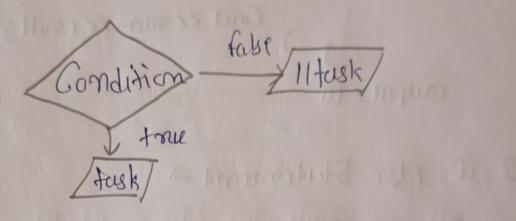
=) Con Ditional or Decision Making Statements:

L) Conditional Statements are used to check wheather the given Condition is true, do the given task and it the Condition is feete, execute the another given task.



- -> Decision-making Statements:
 - 1. if statement
 - 2. Bif- else statement
 - 3. Nested if stutement
 - 4. if-else-if Steetment
 - 5. Switch Statement
 - 6. Conditional or ternery operator
 - 7. Jump statements -> break
 - · Continue
 - · goto
 - · veturn.

J. if Statement ->

Syntex -> if (condition) {

11 Logic

Program > int main CD {

int mum = 10;

If (num >5) {

Cout < c mum << end!;

output = 10

2. if- else Stutement ->

Syntax -> if (Condition) {

11 logic
else &
11 logic
y

Program - int main () { int age=19; if age >= 15.5 ff age <= 18.5) { Cout << eligible for IVDA' < ends else { Cout << "Cro for CDS" <<endl; 3 3 1/1/1/19 So 1/10 output = Gro for CDS 3. if - else-if statement-) syntax -> if (condition) { 11 logic 3 else if { 11 logic - monophie H- Antonia else if 11 logic clse { 2/ 10 gic

```
Program - int maines &
                int age = 21;
              if (age >= 15.5 ff age <= 18.5) {
                 cout <<" eligible for NDA"<<em als
               Clse it ( age > = 20 ff age <= 25) $
                 Cout ex" eligible for CDSA AFCAT"
                    < end c
             2 cout «"not eligible" « endi;
  output = eligible for CDS & AFCAT
4. mested - if Statement -)
 Synter -) if (ondificat) {
              11 logic
if (ondition 2) {
             else {
               11 Loyic
```

Program in main () { int as 10, b=5, (=2) 400 486, (M. 1) (M. 1610) if (a <5) ? Cout << end); if ((== 2) { cay << c<cends Sal good with colors of the colors else son les la suitant de marie de Cout <5" Nomaste" << endl's 1.900/ 1916chero 1000 3

Output: Numaste