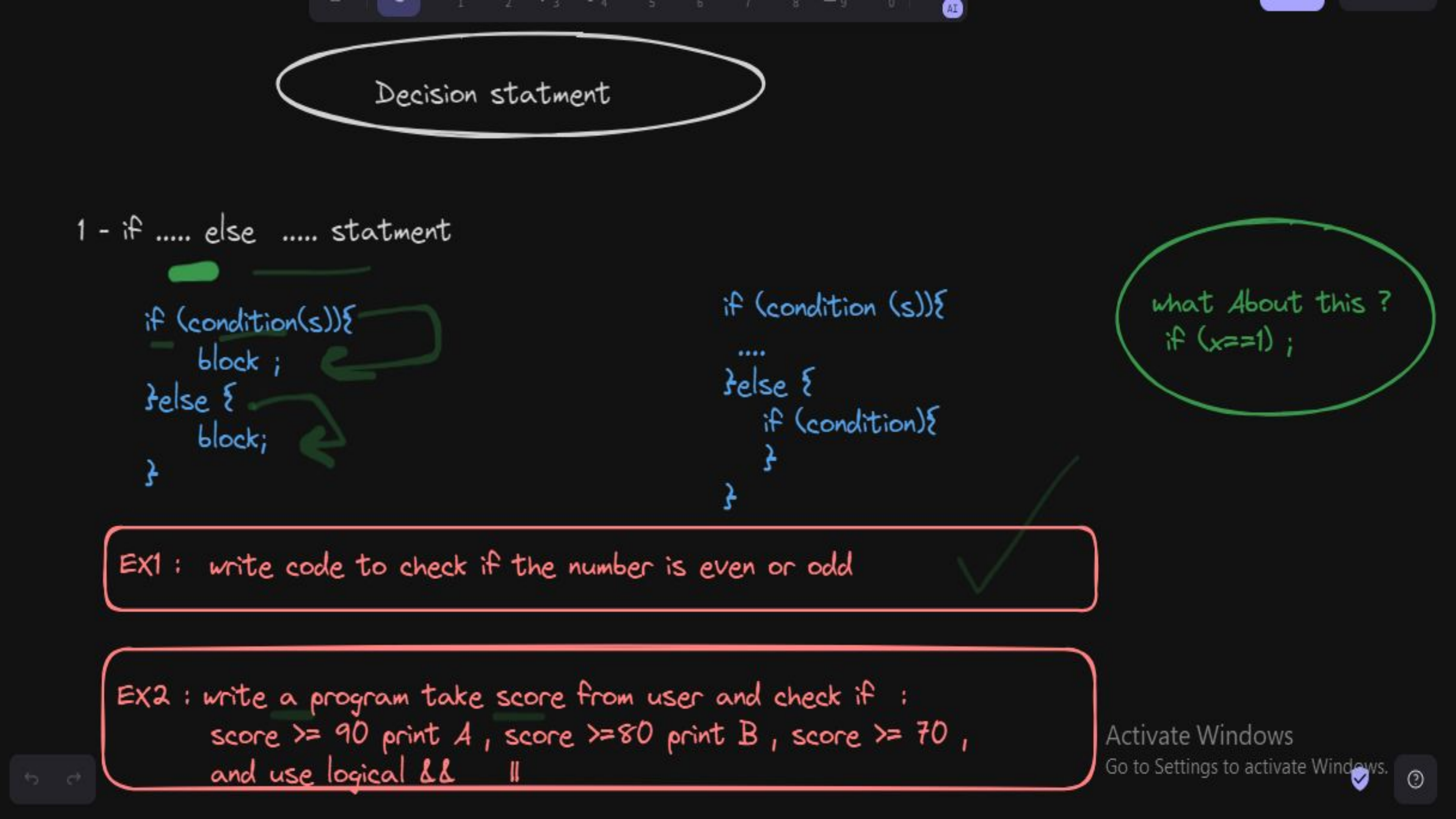


Decision statment

1 - if ..... else ..... statment

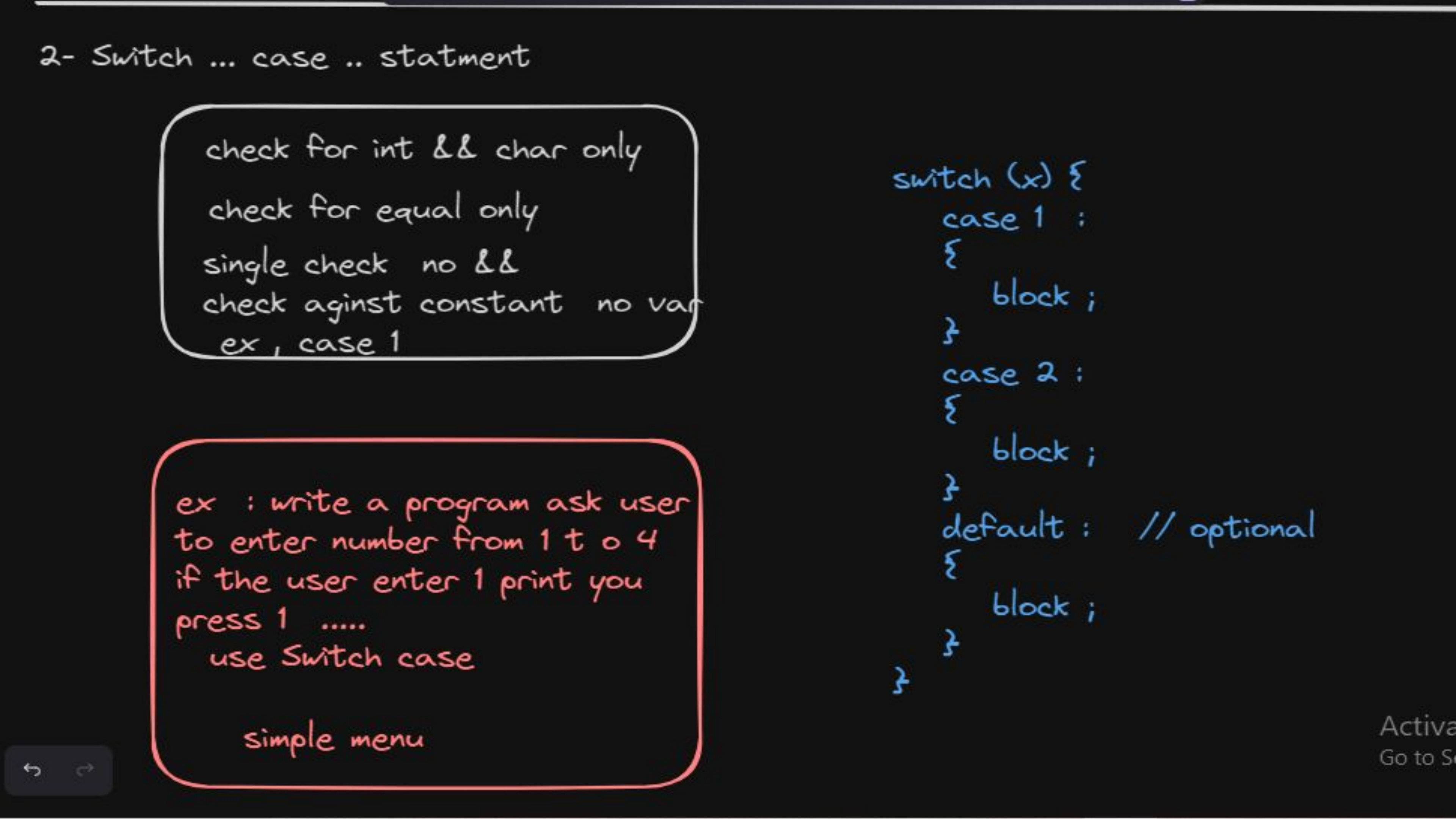
```
if (condition(s)){
     block ;
}else {
     block;
}
```

```
if (condition (s)){
 ....
}else {
   if (condition){
   }
}
```

what About this ?
if (x==1) ;

EX1 : write code to check if the number is even or odd

EX2 : write a program take score from user and check if :
score >= 90 print A , score >=80 print B , score >= 70 ,
and use logical && ||



2- Switch ... case .. statment

check for int && char only

check for equal only

single check no &&

check aginst constant no var

ex , case 1

```
switch (x) {
    case 1 :
    {
        block ;
    }
    case 2 :
    {
        block ;
    }
    default :   // optional
    {
        block ;
    }
}
```

ex : write a program ask user to enter number from 1 t o 4 if the user enter 1 print you press 1 .....

use Switch case

simple menu

switch case has 2 scenairio

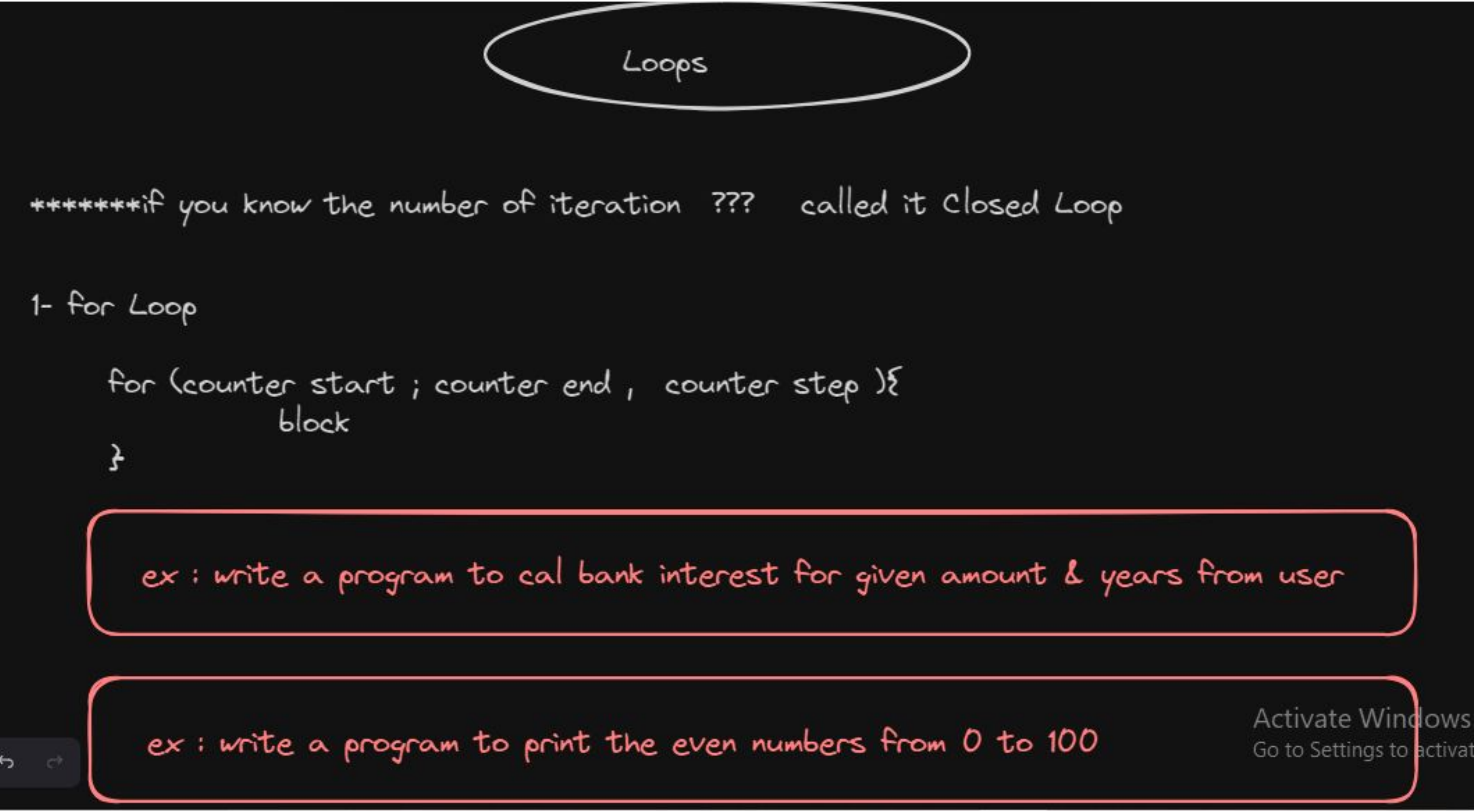
Fall throught

fall out

once a case is true
the execution will continue
inside the switch case
for the rest of the cases

until break

every case continue its
own break so only one case
will be excuted



Loops

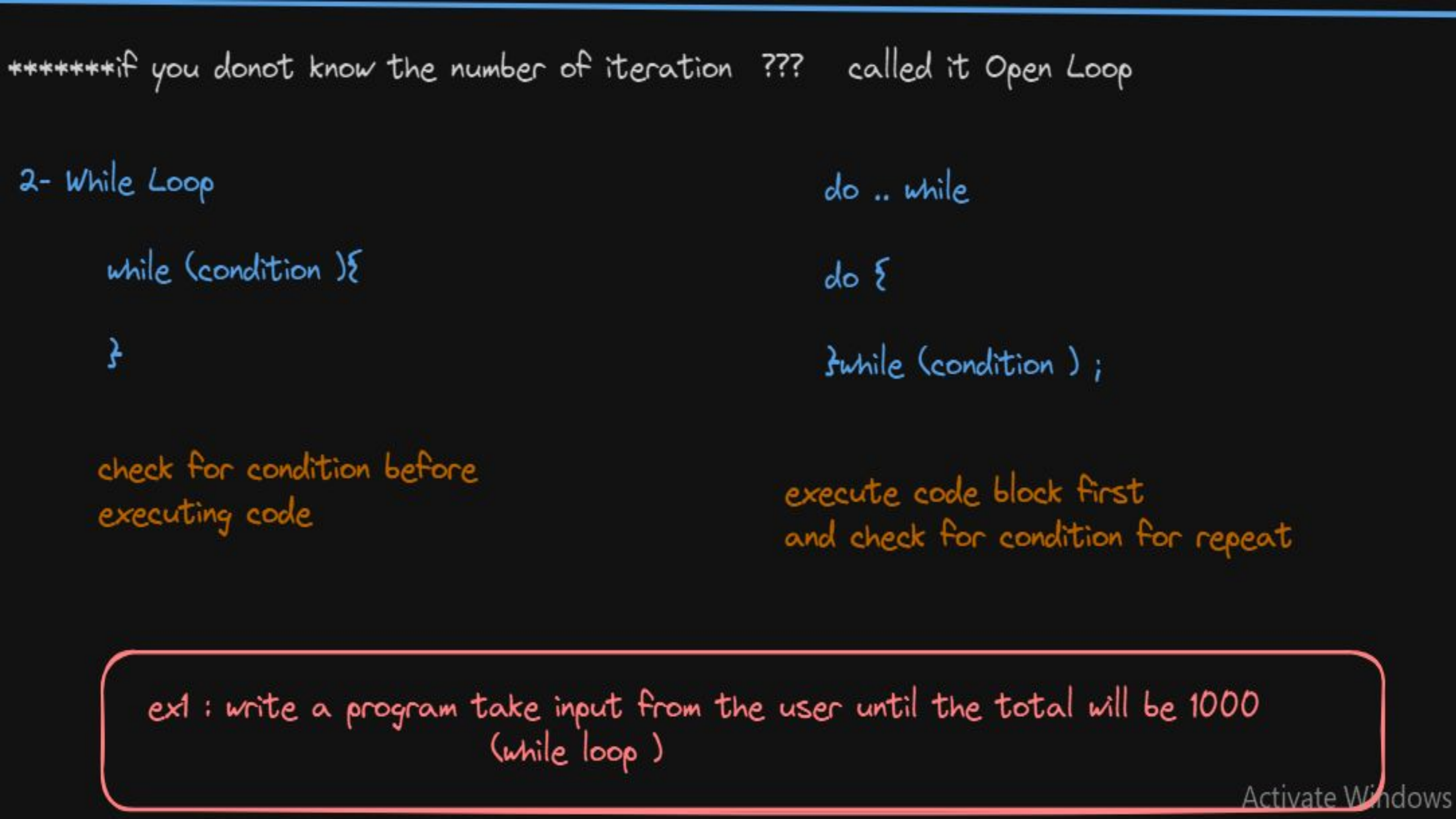
*******if you know the number of iteration ??? called it Closed Loop

1- for Loop

```
for (counter start ; counter end ,  counter step ){
            block
}
```

ex : write a program to cal bank interest for given amount & years from user

ex : write a program to print the even numbers from 0 to 100



*******if you donot know the number of iteration ??? called it Open Loop

2- While Loop

```
while (condition ){

}
```

check for condition before executing code

do .. while

```
do {

}while (condition ) ;
```

execute code block first and check for condition for repeat

ex1 : write a program take input from the user until the total will be 1000 (while loop)