



if I am hungry
I eat something



if I am tired
I go to sleep



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If statements are just simple decision-making statements.

A condition is checked and something may or may not happen based on the evaluation of that condition.

the if statement

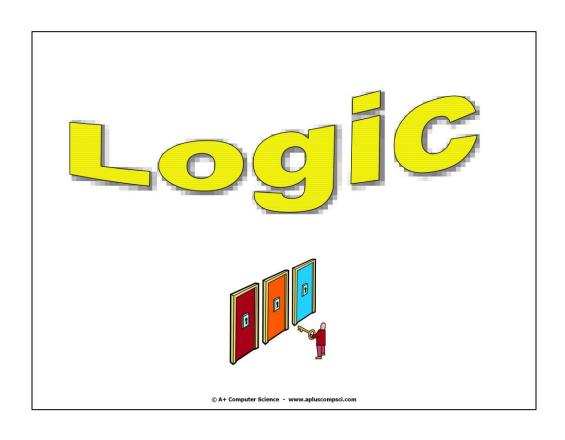
if it is dark I turn a light on



if I can't hear the song I make it louder

If statements are just simple decision-making statements.

A condition is checked and something may or may not happen based on the evaluation of that condition.



Relational frequently used operators	
Operator	Use
x==y	checks if x and y have the same value
x>y	checks if x is greater than y
x <y< td=""><td>checks if x is less than y</td></y<>	checks if x is less than y
x>=y	checks if x is greater than or equal to y
x<=y	checks if x is less than or equal to y
x!=y	checks if x is not equal to y

Relational operators are used to compare values for equality, less than, and greater than.

90<2 is false.

90>2 is true.

90==2 is false.

2==2 is true.



A boolean is any condition or variable that can be evaluated to true or false.

10 == 10boolean isOdd = true; boolean isEven = false;

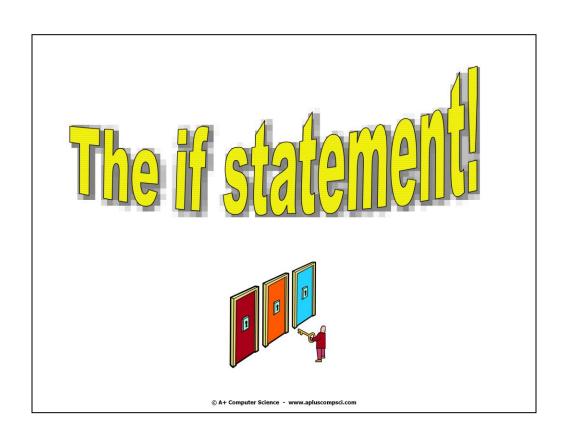
A boolean is a variable or condition that can be evaluated as true or false.

90<2 is false.

90>2 is true.

90==2 is false.

2==2 is true.



lf Definition

An if statement is a block of code that is associated with a condition. The block of code may execute once or not at all depending on the evaluation of the condition.



the if statement if (boolean condition placed here) { do something 1; do something 2;

do something 1 and do something 2 will occur if the condition is true.

If the condition is false, do something 1 and do something 2 will not occur.

the if statement **OUTPUT** int one = 109; if(one<100) one > 100 System.out.println("one < 100"); if(one>100) System.out.println("one > 100");

If one is less than 100, the example above will display one < 100. If one is greater than 100, the example above will display one > 100.

the if statement **OUTPUT** int uilScore = 240; if(uilScore==240) state champ { System.out.println("state champ"); if(uilScore<100) { System.out.println("work harder");

If uilScore is equal to 240, the example above will display state champ.

If uilScore is less than 100, the example above will display work harder.

the if statement **OUTPUT** String stringOne = "big"; if(stringOne.equals("it")) == big { System.out.println("== it"); if(stringOne.equals("big")) { System.out.println("== big"); }

stringOne is a reference. stringOne stores the location / memory address of the String "big".

To determine if stringOne equals "it", the equals () method must be used.

If the == operator is used, the location / memory addresses would be compared.

the **if statement OUTPUT** boolean isOdd = true; if(isOdd == true) isodd { System.out.println("isodd"); if(isOdd == false) { System.out.println("iseven");

If isodd is true, the example above will display isodd. If isOdd is false, the example above will display iseven.

open ifoneuil.java

open iftwo.java

open ifonestring.java

open ifoneboolean.java

open ternary.java

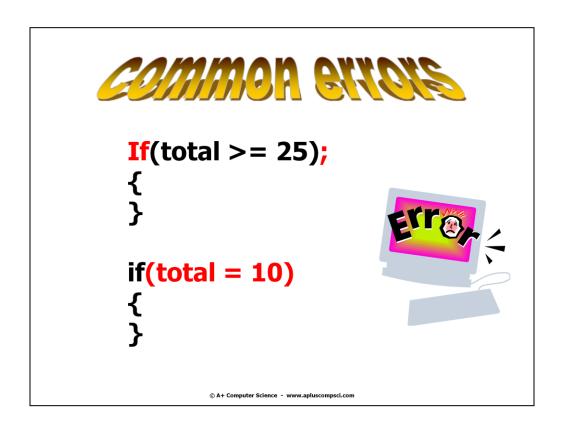
```
esti
int num=7;
                     <u>OUTPUT</u>
if(num>2)
                     >2<10
{
 if(num<10)
   System.out.println(">2<10");
 if(num>10)
   System.out.println(">2>10");
}
```

Nesting occurs when one thing is placed inside of another thing.

In the example, if (num>2) contains 2 ifs. The 2 ifs have been nested in side of if (num>2).

if (num>2) is true, the 2 nested ifs will be evaluated.

open ifnesting.java



NEVER put a semi-colon before an OPEN BRACE.

NEVER use one equal = when comparing values.

ALWAYS use two == equals when looking to see if two things are the same. 2 eyes 2 ==

```
{ and ; rule
Never put a;
before an open { brace
      illegal
   }; legal
```

