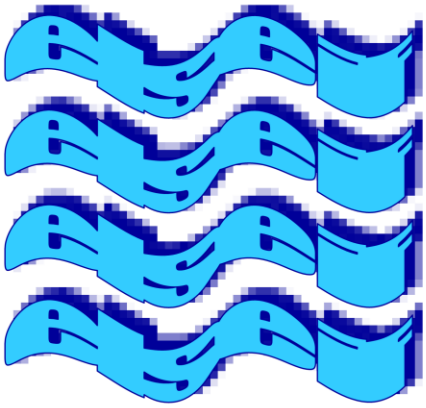
if-else if-else if switch case

switch( )

case



```
String letter = "C";
int ascii=0;
if(letter.equals("A")) {
  ascii=65;
}
else if(letter.equals("B")){
  ascii=66;
}
else if(letter.equals("C")){
  ascii=67;
}
else if(letter.equals("D")){
  ascii=68;
}
else{
  ascii=69;
}
out.println(ascii);
```

if
else if
else if

OUTPUT
67

open ifelseif.java

Complete the code

```
int uilScore=200;
if(uilScore>220) {
  out.println("state bound");
}
else if(uilScore>200) {
  out.println("region bound");
}
else if(uilScore>180) {
  out.println("district bound");
}
else{
  out.println("take more tests");
}
```

if
else if
else if

OUTPUT
district bound

Only one condition can be found true!


open
ifelseifuil.java
Complete the code
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switch case

OUTPUT

num == 30

```
int num = 30;
switch (num)
{
  case 11 :  out.println("num == 11"); break;
  case 22 :  out.println("num == 22"); break;
  case 30 :  out.println("num == 30"); break;
  case 40 :  out.println("num == 40"); break;
  default :  out.println("does not equal");
}
```

What if there is no break?

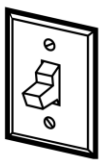
If you have no break, every statement after the first true condition is executed until a break is encountered or the bottom of the switch case is reached.

switch case

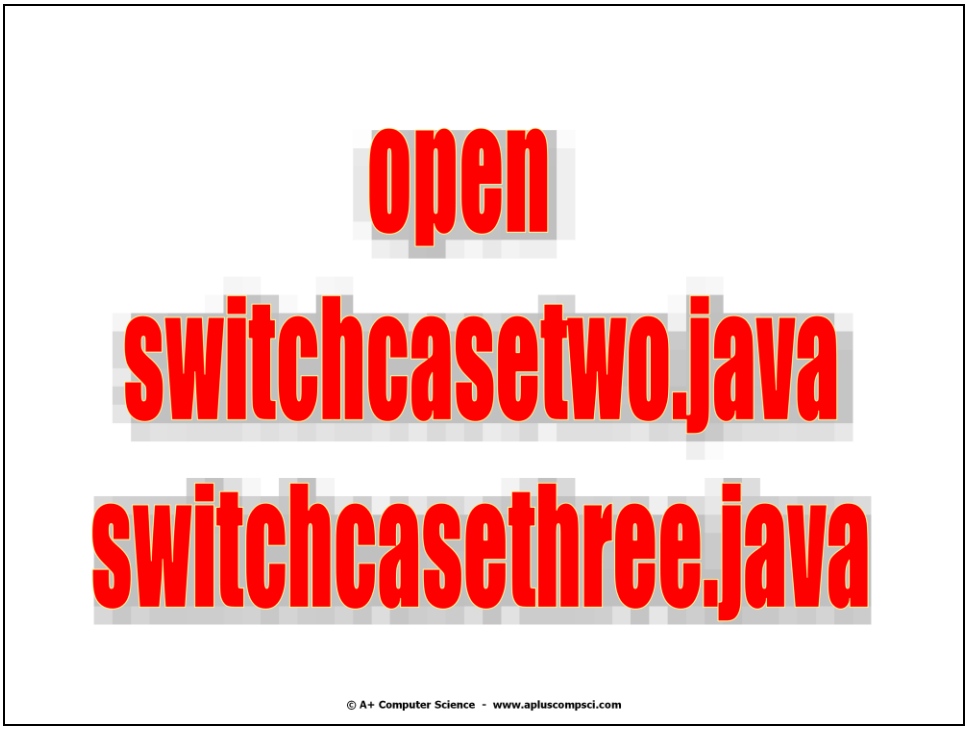
OUTPUT

```
num == 30
num == 40
does not equal
```

```
int num = 30;
switch (num)
{
  case 11 :  out.println("num == 11");
  case 22 :  out.println("num == 22");
  case 30 :  out.println("num == 30");
  case 40 :  out.println("num == 40");
  default :  out.println("does not equal");
}
```



open switchcaseone.java


open
switchcasetwo.java
switchcasethree.java
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logical operators

Logical

frequently used operators

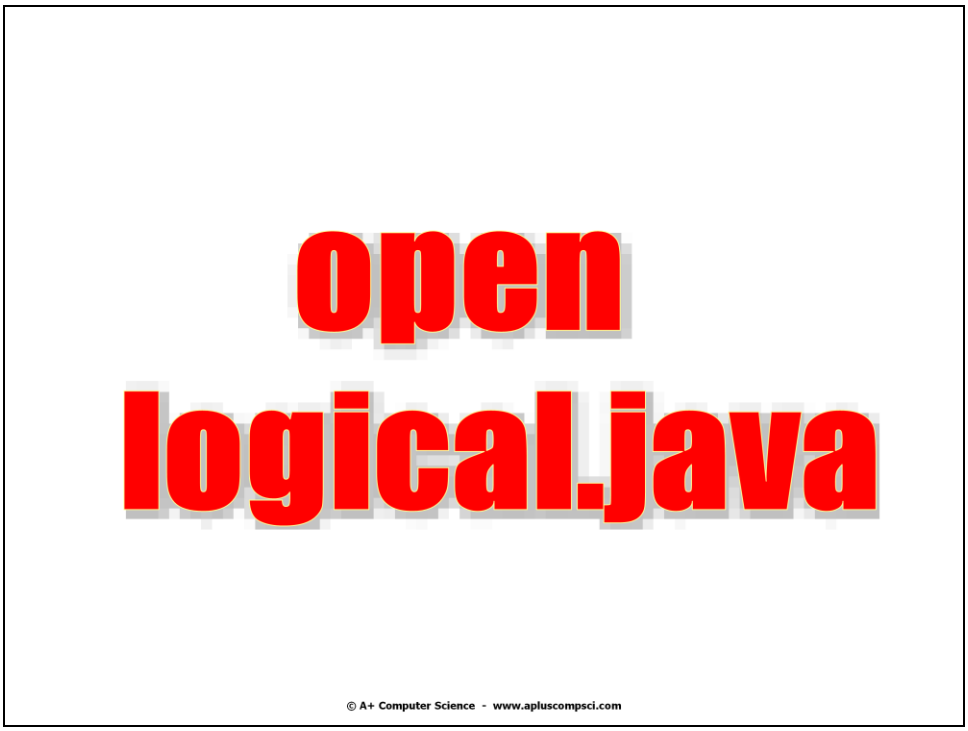
Operator	Use
x||y	either x or y must be true
x&&y	both x and y must be true
!x	true if x is false – false if x is true

logical operators

```
int height=6;
int weight=150;

if(height>6||weight>150)
{
  out.println("big un");
}
else if(height<=6&&weight<=150)
{
  out.println("little un");
}
```

OUTPUT
little un


open
logical.java
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nested ifs

```
int num =75;
if(num>50)
{
  if(num>50&&num<100)
  {
    if(num>50&&num<150)
    {
      System.out.println(">50 && <150");
    }
  }
}
```

OUTPUT

```
>50 && <150
```

open nestedifs.java

Dangling Else

```
int num=15;
if(num>10){
  if(num<25)
    out.println("jump");
}else
  out.println("run");
```

OUTPUT

```
jump
```

Dangling Else

```
int num=35;
if(num>10)
  if(num<25)
    out.println("jump");
else
  out.println("run");
```

OUTPUT

```
run
```

open danglingelse.java


Start work
on the labs
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