

Control Structure(If)

```
class If {  
    public static void main(String[] args) {  
        char c = 'x';  
  
        if ((c >= 'a' && c <= 'z') || (c >= 'A' && c <= 'Z'))  
            System.out.println("letter: " + c);  
        else  
            if (c >= '0' && c <= '9')  
                System.out.println("digit: " + c);  
            else {  
                System.out.println("the character is: " + c);  
                System.out.println("it is not a letter");  
                System.out.println("and it is not a digit");  
            }  
        }  
    }  
}
```

```
$ java If  
letter: x
```

Control Structure(while)

```
class While {  
    public static void main(String[] args) {  
        final float initialValue = 2.34F;  
        final float step = 0.11F;  
        final float limit = 4.69F;  
        float var = initialValue;  
  
        int counter = 0;  
        while (var < limit) {  
            var += step;  
            counter++;  
        }  
        System.out.println("Incremented " + counter + " times");  
    }  
}
```

```
$ java While  
Incremented 22 times
```

Control Structure(for)

```
class For {  
    public static void main(String[] args) {  
        final float initialValue = 2.34F;  
        final float step = 0.11F;  
        final float limit = 4.69F;  
        int counter = 0;  
  
        for (float var = initialValue; var < limit; var += step)  
            counter++;  
        System.out.println("Incremented " + counter + " times");  
    }  
}
```

```
$ java For  
Incremented 22 times
```

Control Structure(break/continue)

```
class BreakContinue {  
    public static void main(String[] args) {  
  
        for (int counter = 0; counter < 10; counter++) {  
  
            // start a new iteration if the counter is odd  
            if (counter % 2 == 1) continue;  
  
            // abandon the loop if the counter is equal to 8  
            if (counter == 8) break;  
  
            // print the value  
            System.out.println(counter);  
        }  
        System.out.println("done.");  
    }  
}
```

```
$ java BreakContinue  
0 2 4 6 done.
```

Control Structure(switch)

```
public class firstcode {  
    public static void main(String args[]){  
        int day = 4;  
        switch (day) {  
            case 6:  
                System.out.println("Saturday");  
                break;  
            case 7:  
                System.out.println("Sunday");  
                break;  
            default:  
                System.out.println("Weekday");  
        }  
    }  
}
```

Arrays

```
public class firstcode {  
    public static void main(String args[]){  
  
        String[] fruits = {"Orange", "Apple", "Mango", "Cherry"};  
        System.out.println(fruits[2]);  
  
    }  
}
```

Looping Arrays

```
public class firstcode {  
    public static void main(String[] args) {  
        int[][] arr = { { 1, 2 }, { 3, 4 } };  
        for (int i = 0; i < 2; i++)  
            for (int j = 0; j < 2; j++)  
                System.out.println(arr[i][j]);  
    }  
}
```

Comments (// and /*)

```
public class firstcode {  
    public static void main(String[] args) {  
        int[][] arr = { { 1, 2 }, { 3, 4 } };  
        for (int i = 0; i < 2; i++)  
            for (int j = 0; j < 2; j++)  
                System.out.println(arr[i][j]);  
    }  
}
```