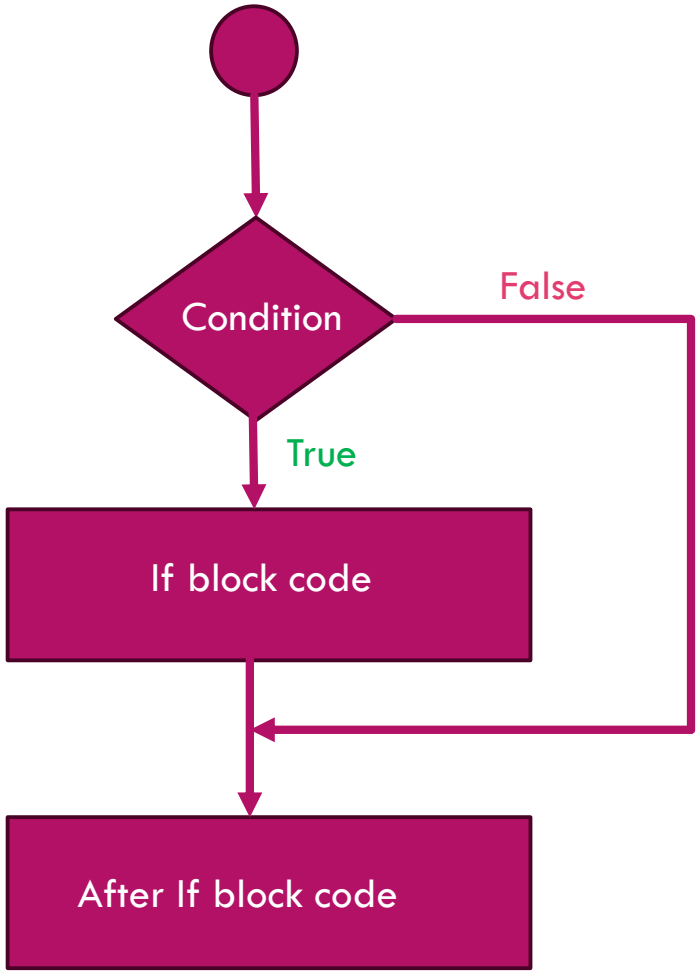
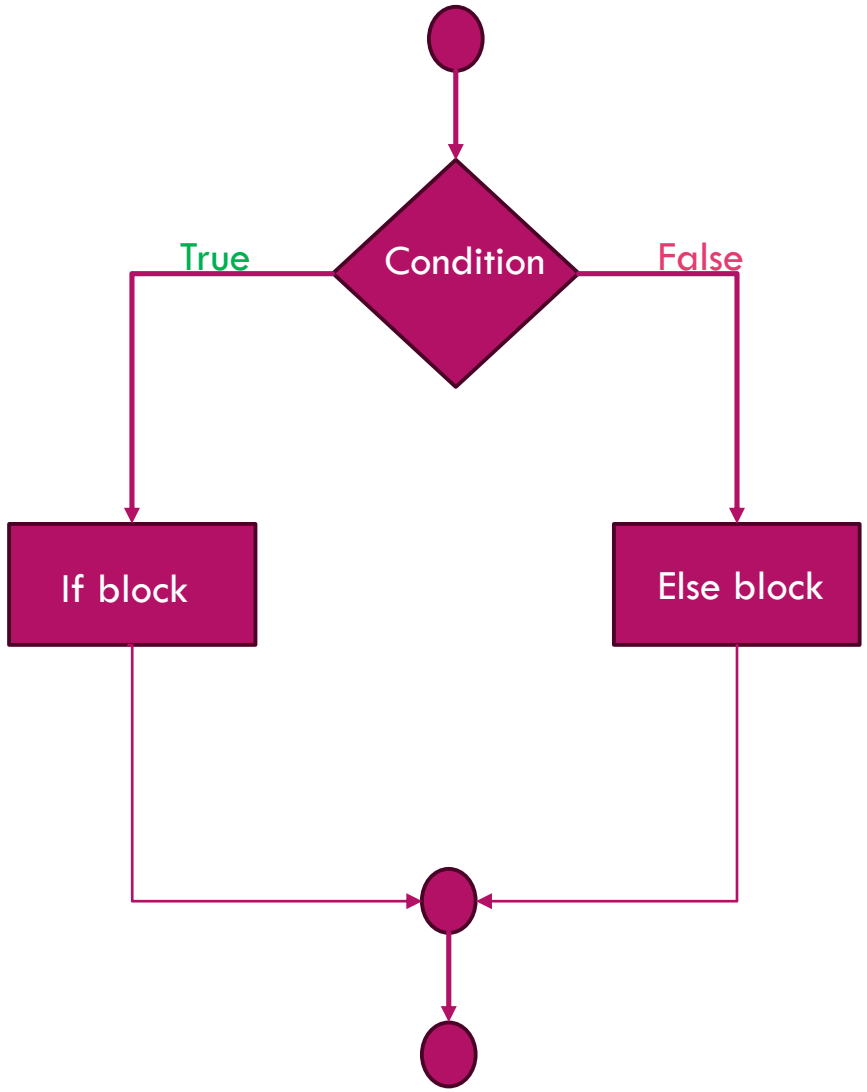


Withdrawal.java

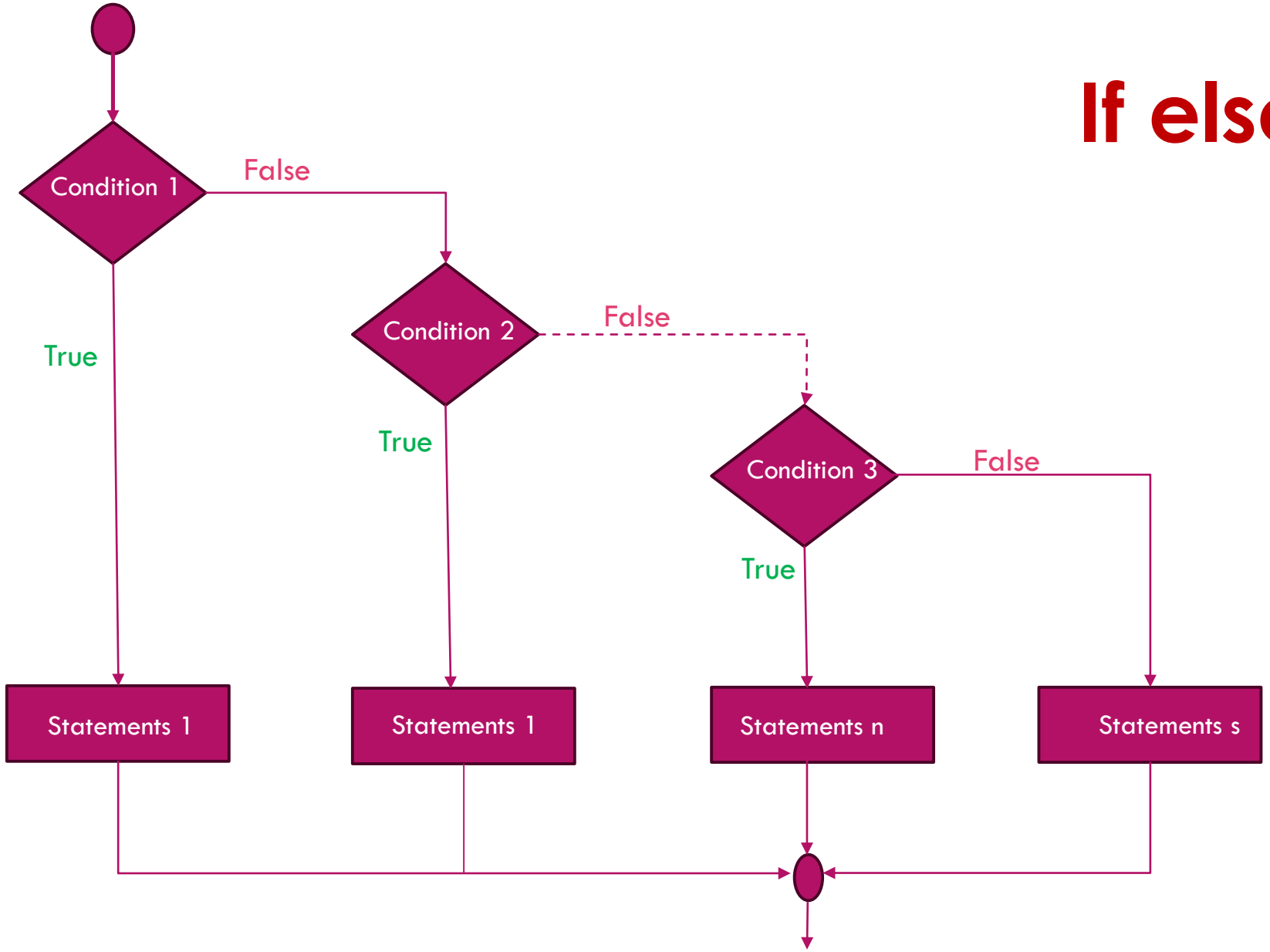
```java
package com.vbrick;

public class Withdrawal {

    public static void main(String[] args) {

        int withdrawal=1000,balance=2000;

        if(withdrawal <= balance) {
            balance-=withdrawal;
            System.out.println("Balance Amount Remaining "+balance);
        }

        System.out.println("End of the program");
    }
}
```



Withdrawal.java

```java
package com.vbrick;

import java.util.Scanner;

public class Withdrawal {

    public static void main(String[] args) {

        int withdrawal,balance=1000;

        System.out.println("Enter withdrawal Amount");
        Scanner sc=new Scanner(System.in);
        withdrawal=sc.nextInt();

        if(withdrawal <= balance) {
            balance-=withdrawal;
            System.out.println("Balance Amount Remaining "+balance);

        }else{

            System.out.println("Low Balance");
        }

        System.out.println("End of the program");
    }
}
```

If else ladder



Marks.java

```java
package com.vbrick;

public class Marks {

    public static void main(String[] args) {

        int marks = 65;

        if (marks < 50) {
            System.out.println("fail");
        } else if (marks >= 50 && marks < 60) {
            System.out.println("D grade");
        } else if (marks >= 60 && marks < 70) {
            System.out.println("C grade");
        } else if (marks >= 70 && marks < 80) {
            System.out.println("B grade");
        } else if (marks >= 80 && marks < 90) {
            System.out.println("A grade");
        } else if (marks >= 90 && marks < 100) {
            System.out.println("A+ grade");
        } else {
            System.out.println("Invalid!");
        }

        System.out.println("End of the program");
    }
}

```