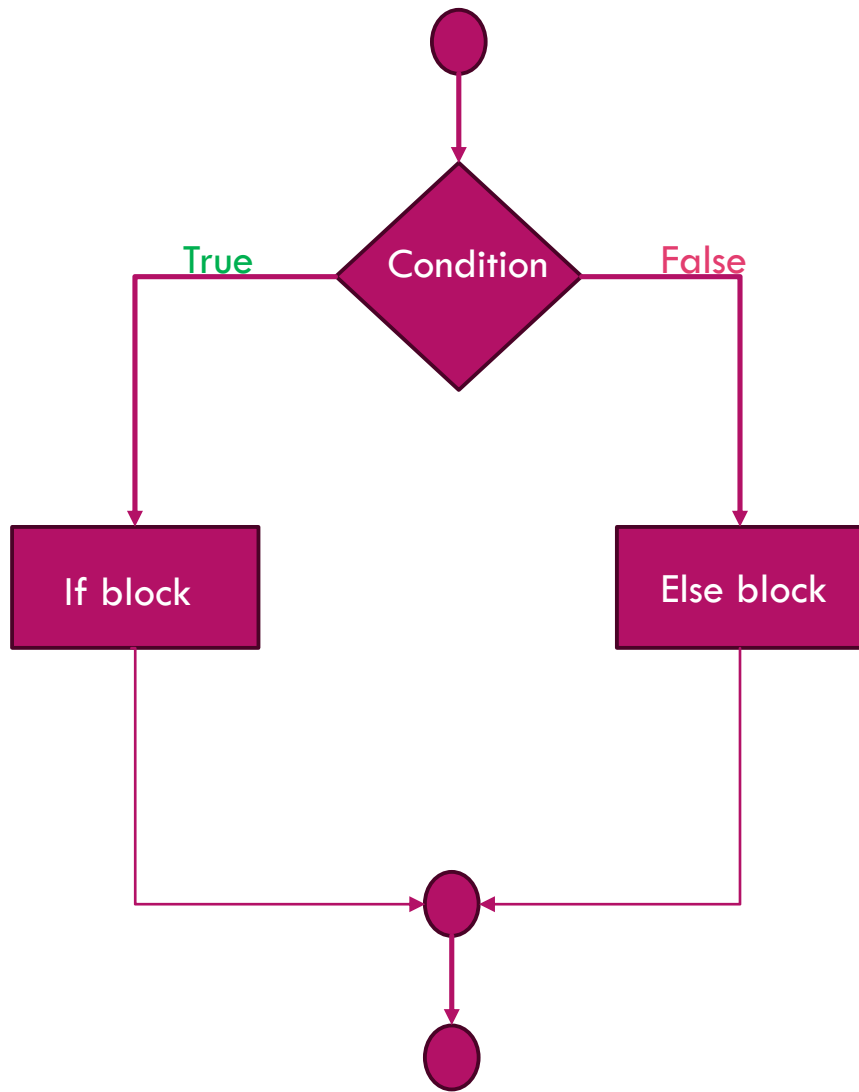
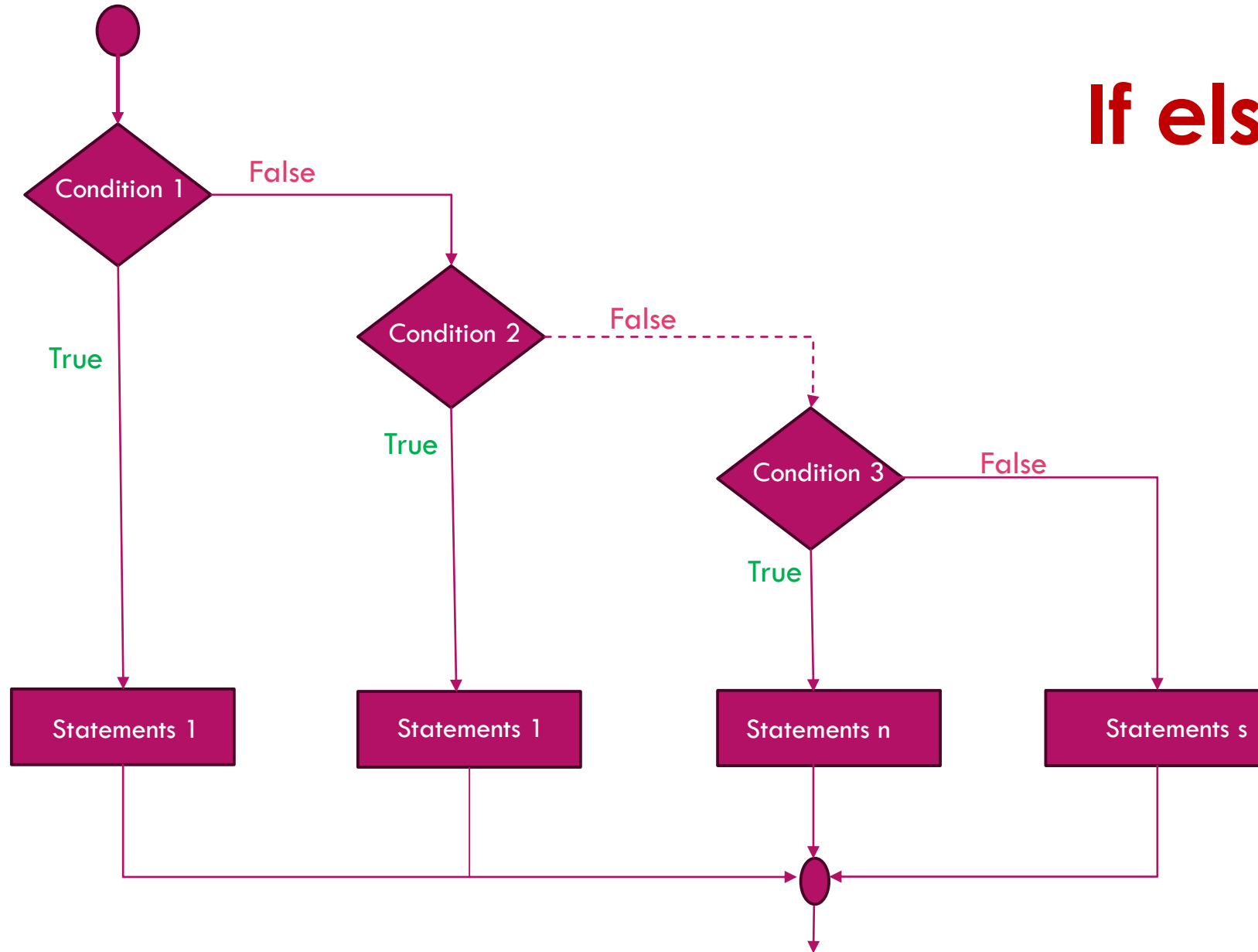


```
Withdrawal.java
1 package com.vbrick;
2
3 public class Withdrawal {
4
5     public static void main(String[] args) {
6
7         int withdrawal=1000,balance=2000;
8
9         if(withdrawal <= balance) {
10             balance-=withdrawal;
11             System.out.println("Balance Amount Remaining "+balance);
12         }
13
14         System.out.println("End of the program");
15     }
16 }
17
```



```
Withdrawal.java
1 package com.vbrick;
2
3 import java.util.Scanner;
4
5 public class Withdrawal {
6
7     public static void main(String[] args) {
8
9         int withdrawal, balance=1000;
10
11         System.out.println("Enter withdrawal Amount");
12         Scanner sc=new Scanner(System.in);
13         withdrawal=sc.nextInt();
14
15         if(withdrawal <= balance) {
16             balance-=withdrawal;
17             System.out.println("Balance Amount Remaining "+balance);
18
19         }else{
20
21             System.out.println("Low Balance");
22         }
23
24         System.out.println("End of the program");
25     }
26 }
27
```

If else ladder



Next Statements

Marks.java

```
1 package com.vbrick;
2
3 public class Marks {
4
5     public static void main(String[] args) {
6
7         int marks = 65;
8
9         if (marks < 50) {
10             System.out.println("fail");
11         } else if (marks >= 50 && marks < 60) {
12             System.out.println("D grade");
13         } else if (marks >= 60 && marks < 70) {
14             System.out.println("C grade");
15         } else if (marks >= 70 && marks < 80) {
16             System.out.println("B grade");
17         } else if (marks >= 80 && marks < 90) {
18             System.out.println("A grade");
19         } else if (marks >= 90 && marks < 100) {
20             System.out.println("A+ grade");
21         } else {
22             System.out.println("Invalid!");
23         }
24
25         System.out.println("End of the program");
26     }
27 }
28
```