

10/02/2023

Camlin Page  
Date / /Day 4

## \* Selection Statements :-

if , if else , else if , switch

```

if (condition) {
    print something
} else {
    print something
}

```

Q Greater or not

#include &lt;iostream&gt;

using namespace std;

int main () {

int a, b;

cin &gt;&gt; a &gt;&gt; b;

if (a &gt; b) {

cout &lt;&lt; "a is greater than b";

} else {

cout &lt;&lt; "a is not greater";

}

return 0;

}

if (condition) {

print something;

} else if (condition) {

print something;

} else {

print something;

}



Q

```
#include <iostream>
using namespace std;
```

```
int main () {
```

```
    int a, b;
```

```
    cin >> a >> b;
```

```
    if (a > b) {
```

```
        cout << "a is greater than b";
```

```
    } else if (a < b) {
```

```
        cout << "b is greater than a";
```

```
    } else {
```

```
        cout << "a is equal to b";
```

```
    }
```

```
    return 0;
```

```
}
```

\* Switch statement

```
Switch (a) {
```

```
    case 1 :
```

```
        print something;
```

```
        break;
```

```
    case 2 :
```

```
        print something;
```

```
        break
```

```
    case 3 :
```

```
        print something;
```

```
        break
```

```
    default :
```

```
        print something;
```

```
}
```



Q.

\* Switch vs if else

Switch

constant int, char, enum  
more readable  
faster

if-else

Range  
less readable  
slower