

## **Selection Statements:**

### **if**

- ✓ We use **if** statement to test the **condition**.
- ✓ It checks Boolean **condition**: true or false.

```
if (expression) {  
    // statements  
}
```

- ✓ Here expression is a **Boolean Expression** (returns either true or false).
- ✓ If the expression is evaluated to **true**, statement(s) inside the body is executed.
- ✓ If the expression is evaluated to **false**, statement(s) inside the body of if are skipped from execution.

## **Selection Statements:**

### **if...else**

- ✓ The **if** statement executes a certain section of code if the test **expression** is evaluated to **true**..
- ✓ The **if** statement may have an optional **else** block.
- ✓ Statements inside the body of **else** statement are executed if the test expression is evaluated to **false**

```
if (expression) {  
    // codes  
}  
else {  
    // some other code  
}
```

## **Selection Statements:**

### **Java if..else..if.. else Statement**

*In Java, it's possible to execute one block of code among many.  
For that, you can use if..else...if ladder.*

```
if (expression1)
{
    // codes
}
else if(expression2)
{
    // codes
}
else if (expression3)
{
    // codes
}
.
.
else
{
    // codes
}
```

- ✓ The **if statements** are executed from the **top towards** the **bottom**.
- ✓ As soon as the test expression is **true**, code inside the body of that if statement is executed.
- ✓ Then, the control of program jumps outside **if-else-if** ladder.
- ✓ If all test expressions are **false**, codes inside the body of **else** is executed.

## Java Switch Statement

1. The **switch** statement executes all statements of the matching **case label**.
2. Inside switch case it is possible to take any number of **cases** but it is possible to declare only **one default**.
3. In **switch** we can allow the arguments like **Byte, Short, Int, Char, String**
4. **Float, Double and Long** is not allowed for a **switch** argument because these are having more number of possibilities.
5. If the **case** is matched then the **case** will be executed if the **case** is not matched **default** case is executed.

```
switch (variable/expression) {  
case value1:  
    // statements  
    break;  
case value2:  
    // statements  
    break;  
    .. . .  
    .. . .  
default:  
    // statements  
}
```