

Web Technology Presentation

GROUP - 6

CONTROL STATEMENTS IN JAVA™

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Why CONTROL Statements ??



Q Write the word "JAVA" 1000 times...

LOOP

- for
- while
- do while
- for each



Q If Sunny => Play
Or Cloudy => No play

DECISION

- if
- switch



Q Jump over a pit on the way...

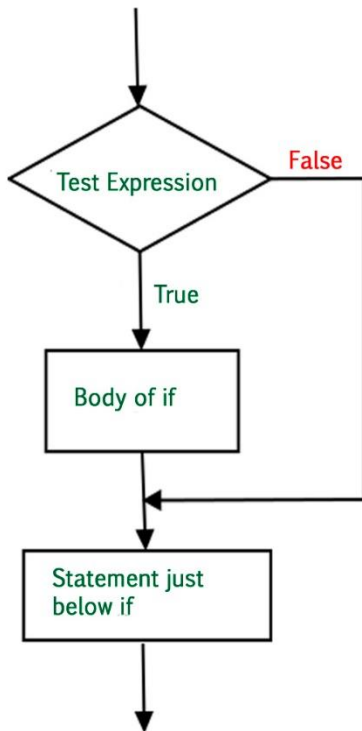
JUMP

- break
- Continue
- return

Decision Making Statements...

- decide **which statement** to execute and **when**
- **evaluate the Boolean expression** and **control the program flow** depending upon the **result of the condition** provided

If statement

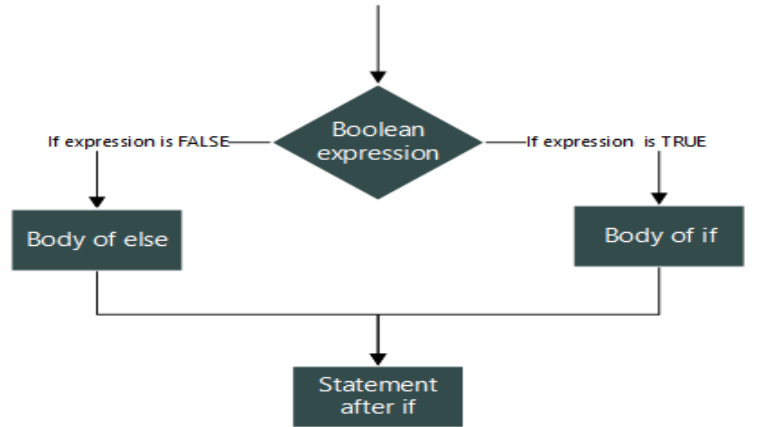


```
if(condition) {  
    statement 1;  
    //executes when  
    condition is true  
}
```

```
class Main {  
    public static void main(String[] args) {  
        // create a string variable  
        String language = "Java";  
  
        // if statement  
        if (language == "Java") {  
            System.out.println("Best Programming Language");  
        }  
    }  
}
```

OUTPUT : Best Programming Language

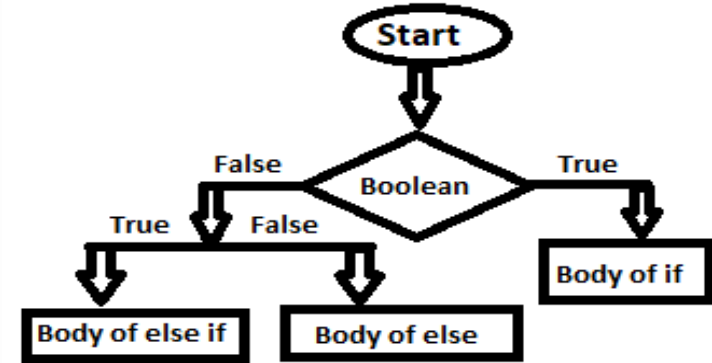
If - else Statement



```
class Main {  
    public static void main(String[] args) {  
        int number = 10;  
        if (number > 0) {  
            System.out.println("The number is positive.");  
        }  
        else {  
            System.out.println("The number is not positive.");  
        }  
        System.out.println("Statement outside if...else block");  
    }  
}
```

OUTPUT : The number is positive
Statement outside if...else block

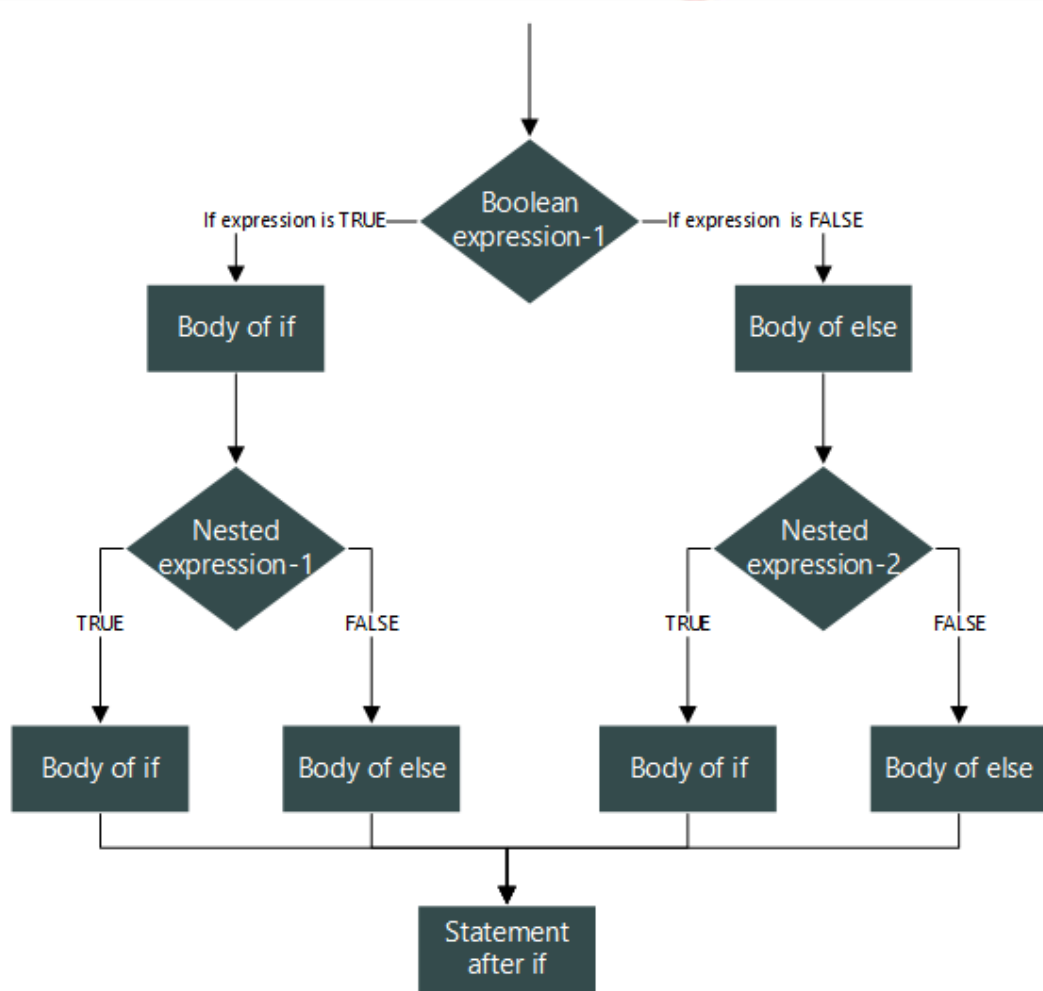
If - else - if Statement



```
class Main {  
    public static void main(String[] args) {  
        int number = 0;  
        if (number > 0) {  
            System.out.println("The number is positive.");  
        }  
        else if (number < 0) {  
            System.out.println("The number is negative.");  
        }  
        else {  
            System.out.println("The number is 0.");  
        }  
    }  
}
```

OUTPUT : The number is 0.

Nested if Statement

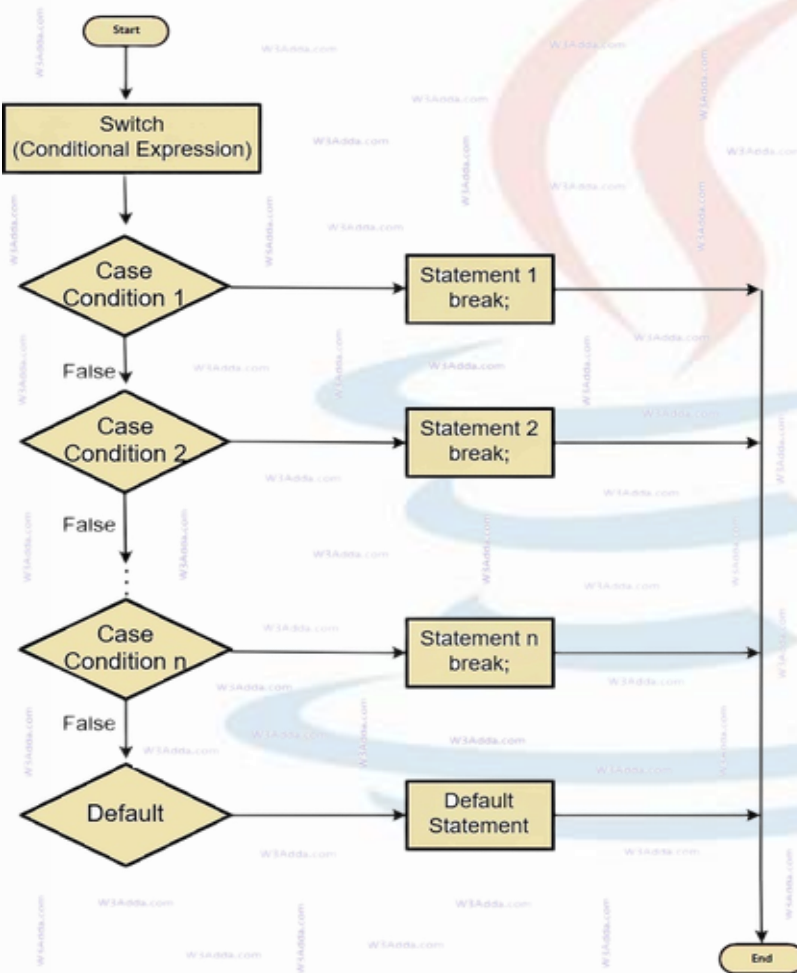


```
class Main {  
    public static void main(String[] args) {  
        Double n1 = -1.0, n2 = 4.5, n3 = -5.3, largest;  
        if (n1 >= n2) {  
            if (n1 >= n3) {  
                largest = n1;  
            }  
            else {  
                largest = n3;  
            }  
        } else {  
            if (n2 >= n3) {  
                largest = n2;  
            }  
            else {  
                largest = n3;  
            }  
        }  
        System.out.println("Largest Number: " + largest);  
    }  
}
```

OUTPUT : Largest Number : 4.5

Switch Statement

Switch is a Multi-Branch Statement, used to make selection of a choice from a number of options. It is useful for writing Menu-Driven Programs.



switch(constant expression)
//Integer or Character type

```
{  
  case value1:  
    statement(s);  
    break; //optional  
  case value2:  
    statement(s);  
    break; //optional  
  case value3:  
    statement(s);  
    break; //optional  
  default:  
    default statement(s);  
}
```

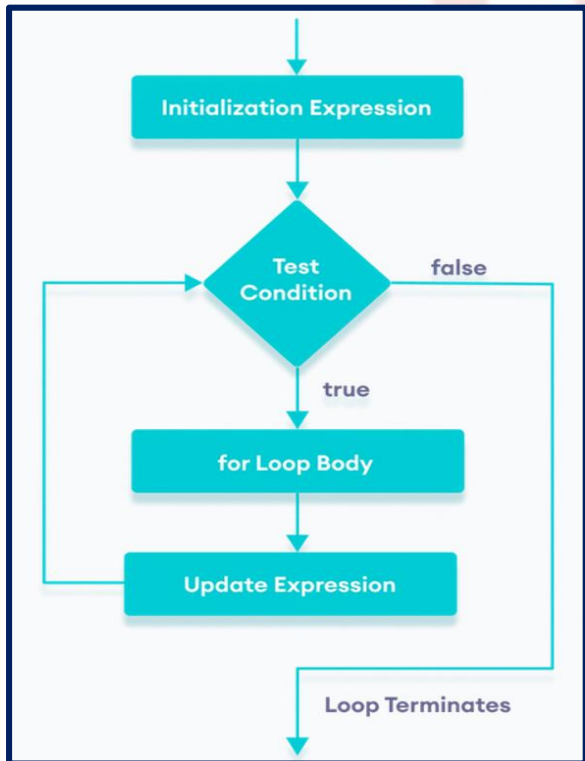
If expression matches
value3, control jumps to
here

```
char mygrade = 'B';  
switch(mygrade)  
{  
    case 'A':  
        System.out.println("Your grade  
is A" );  
        break;  
    case 'B':  
        System.out.println("Your grade  
is B" );  
        break;  
    case 'C':  
        System.out.println("Your grade  
is C" );  
        break;  
    default :  
        System.out.println("Invalid  
grade " );  
}
```

Output: Your grade is B

For Loop

```
for(initialization;condition;update)
{
    //body of the loop
    //statements to be executed
}
```



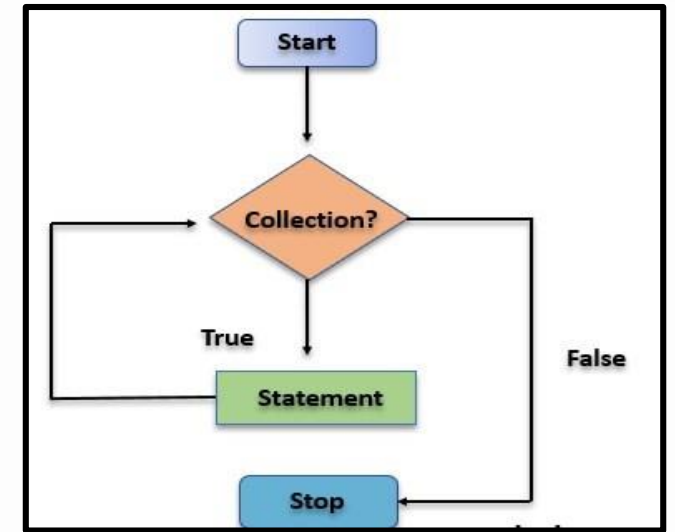
For-each Loop

```
for(data type variable : array | collection)
{
    //body of for-each loop
}
```

- ❑ No loop Counter
- ❑ No condition Check

```
int arr[]={12,25,74,104};
//traversing the array with for loop
for (int i=0; i<arr.length; i++)
{
    System.out.print(arr[i] + " ");
}
// using for-each loop
for(int i:arr)
{
    System.out.println(i);
}
```

OUTPUT: 12 25 74 104



Nested Loop

```
for (int i = 1; i <= 5; i++)
//outer loop
{
    for (int j= 1; j <= i; J++)
        //inner loop
        {
            System.out.print(j+' ');
        }
    System.out.println();
}
```

OUTPUT:

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
```

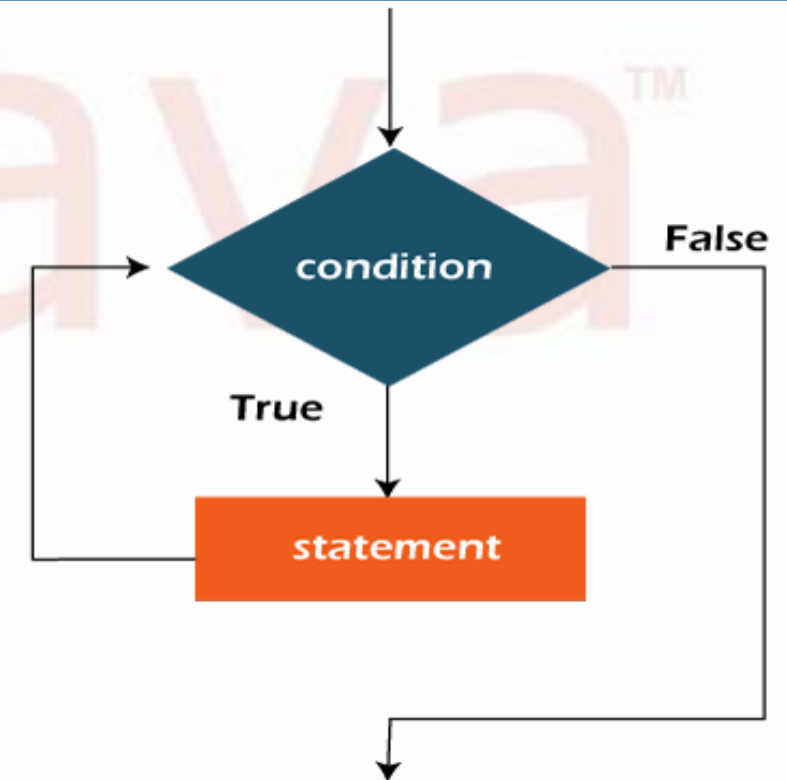
while Loop

- Java while loop is a control flow statement that allows code to be executed repeatedly based on a given Boolean condition.
- While loop is used to iterate a part of the program repeatedly until the specified Boolean condition is true.
- If the Boolean condition becomes false, the loop automatically stops.

Syntax :

```
while (test_expression)
{
    // statements
    update_expression;
}
```

Workflow of While loop



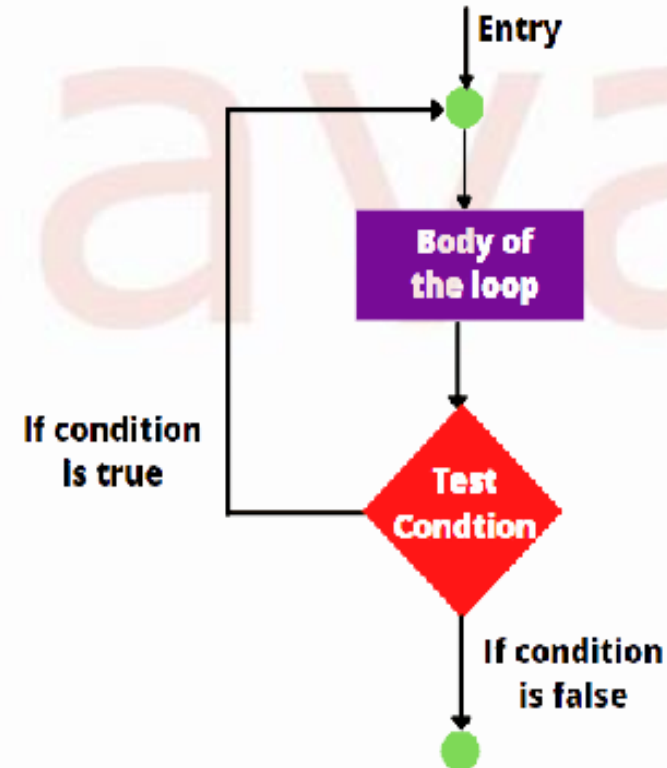
do-while Loop

- In do-while loop condition is evaluated after the execution of loop's body.
- do-while loop is similar to a while loop, except that a do-while loop is guaranteed to execute at least one time.
- Loop body is executed first, and then the loop conditional expression is evaluated to determine whether to continue or terminate the loop.

Syntax :

```
do {  
    // Statements  
  
}while(Boolean_expression);
```

Workflow of do-while loop



JUMP STATEMENTS

3 TYPES OF JUMP STATEMENTS

- *break*
- *continue*
- *return*

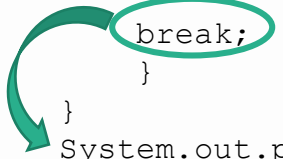
- ✓ **Jump statements** are used to unconditionally **transfer program control** from one point to elsewhere in the program.
- ✓ *Jump statements* are primarily **used to interrupt loop or switch-case instantly**.

BREAK STATEMENTS

- ❑ The break construct is used to break out of the middle of loops: **for, do, or while loop**.
- ❑ Execution of the current loops immediately stops and resumes at the first statement following the current loop.
- ❑ It is mostly used to exit early from the loop by skipping the remaining statements of loop or switch control structures.
- ❑ We can have more than one break statement in a loop.
- ❑ The break command terminates only the current loop and not any enclosing loops.

AN EXAMPLE...

```
class BreakStatement {  
    public static void main(String args[]) {  
        for(int i =1; i<=10; i++){  
            System.out.println(i+" ");  
            if(i==5){  
                System.out.println("\nYOU HAVE REACHED 5");  
                break;  
            }  
        }  
        System.out.println("\nLOOP ENDED DUE TO BREAK");  
    }  
}
```



OUTPUT :-

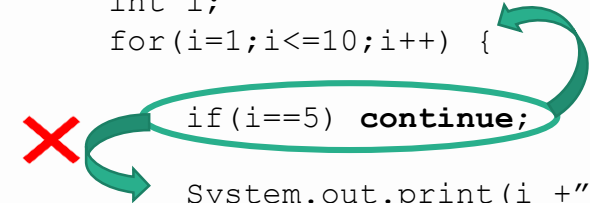
```
1 2 3 4 5  
YOU HAVE REACHED 5  
LOOP ENDED DUE TO BREAK
```

CONTINUE STATEMENT

- ❑ Continue statement also skips the remaining statements of the body of the loop where it is defined.
- ❑ Instead of terminating the loop, the control is transferred to the beginning of the loop for next iteration.
- ❑ The loop continues until the test condition of the loop becomes false.

AN EXAMPLE...

```
class NumberExcept {  
    public static void main(String args[] ) {  
        int i;  
        for(i=1;i<=10;i++) {  
            if(i==5) continue;  
            System.out.print(i + " ");  
        }  
    }  
}
```



OUTPUT: -

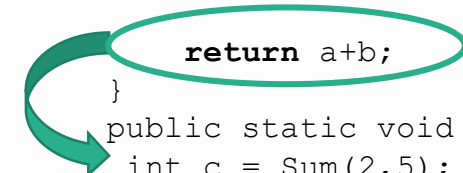
1 2 3 4 6 7 8 9 10

RETURN STATEMENT

- ❑ This statement is mainly used in methods in order to terminate a method in between and return back to the caller method. It is an optional statement.
- ❑ That is, even if a method doesn't include a return statement, control returns back to the caller method after execution of the method.
- ❑ Return statement may or may not return parameters to the caller method. For methods that **define** a return type, return statement **must be** immediately followed by return value.

AN EXAMPLE...

```
class ReturnExample{  
    int Sum(int a, int b){  
        return a+b;  
    }  
    public static void main(String args[]) {  
        int c = Sum(2,5);  
        System.out.print(c);  
    }  
}
```



OUTPUT: -

7



Thank You

