1Z0-808 Exam Topic Reviewer

TopicId: 1009

Topic: Conditional Statements (if/else, switch)

August 5, 2025

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Thinking Like the Compiler: Making Decisions

Program flow isn't always linear. Conditional statements allow a program to make decisions and execute different blocks of code. The exam will test your knowledge of the strict syntax rules for these statements and the logical flow they create, especially in oddly formatted code or tricky 'switch' blocks.

The if-else Construct

This is the most fundamental decision-making tool.

The Condition Must Be a Boolean

This is a non-negotiable rule in Java. The expression inside the if(...) parentheses must evaluate to either true or false.

```
int x = 10; if (x = 5) \{ ... \} // COMPILE ERROR! An assignment (x=5) results in an int, // not a boolean. if (x == 10) \{ ... \} // CORRECT. The result of == is a boolean.
```

Optional Braces { } and the Dangling else

The exam loves to test code where the curly braces are omitted. An if or else block without braces can only contain a single statement.

An else clause always binds to the nearest preceding 'if' that doesn't have an 'else' yet. This is known as the "dangling else" problem.

```
int score = 80;
boolean isGraded = false;
// Which 'if' does this 'else' belong to?
if (score > 60)
    if (isGraded)
        System.out.println("Pass");
else // This 'else' belongs to 'if (isGraded)', NOT 'if (score > 60)'
    System.out.println("Not graded yet");
// Correctly formatted with braces for clarity:
if (score > 60) {
    if (isGraded) {
        System.out.println("Pass");
    } else {
        System.out.println("Not graded yet");
    }
}
```

The Ternary Operator (? :)

This is a compact shorthand for an 'if-else' statement that produces a value.

```
Syntax: booleanExpression ? valueIfTrue : valueIfFalse;
int score = 75;
String result;
if (score > 60) {
    result = "Pass";
} else {
    result = "Fail";
}
```

The switch Statement

This is a huge topic for the exam. You must know its rules inside and out.

Valid switch Argument Types

The variable you 'switch' on must be of a compatible type. For Java 8, these are:

• Primitives: byte, short, char, int.

// The same logic using a ternary operator:

String ternaryResult = score > 60 ? "Pass" : "Fail";

- Their wrapper classes: Byte, Short, Character, Integer.
- String (since Java 7).
- enum types.

Crucial Exam Tip: You cannot switch on a long, float, double, or boolean.

case Values Must Be Compile-Time Constants

The value for each 'case' must be known at compile time. This means it must be a literal or a final variable.

```
final int MONDAY = 1;
int day = 2;
switch (day) {
   case MONDAY: System.out.println("Work"); break; // OK, MONDAY is final
   case 2: System.out.println("Work"); break; // OK, 2 is a literal
   // case day: System.out.println("Huh?"); break; // COMPILE ERROR! 'day' is not
}
```

The Fall-Through Trap

This is the most tested aspect of 'switch' statements. If a case block does not end with a break, execution falls through to the next case block and executes its statements, continuing until a break is found or the switch ends.

```
int option = 2;
switch (option) {
    case 1:
        System.out.print("A");
    case 2: // Matches here, execution starts
        System.out.print("B"); // Prints B. No break, so it falls through.
    case 3:
        System.out.print("C"); // Prints C. No break, so it falls through.
    default:
        System.out.print("D"); // Prints D.
}
// FINAL OUTPUT: BCD
```

The default block is optional and can be placed anywhere, but its location affects the fall-through logic.

Key Takeaways for the 1Z0-808 Exam

- if needs a boolean: An assignment like if (x=5) is a compile error.
- Beware of Missing Braces: Track the logic of single-statement if/else blocks carefully and know the dangling else rule.
- Memorize switch types: Know which types are allowed (int, String, char, etc.) and which are forbidden (long, double, boolean).
- Master Fall-Through: When you see a switch statement, your first action should be to look for the break statements and trace the execution path.