

CONTROL STRUCTURES:

- SIMPLE IF CONDITION
- IF...ELSE CONDITION
- IF... ELSE LADDER STMT
- NESTED IF CONDITIONS

SIMPLE IF CONDITION:

```
    if (sony available)
{
// block stmts
Purchase the TV
}
```

IF..ELSE CONDITION:

```
    if(condition)
{
    // block stmts
}
else
{
    //else block stmts
}
```

Even number : number/2 and remainder ==0

Operators:

Arithmetic operator: +, -, *, / , %(modulo operator)
21%2 rem 1

Relational operator:

<, >, ==, !=, <=, >=

IF..ELSE LADDER:

```
If(sony available)
    Purchase
Else if(Samsung available)
    Purchase
Else if (LG available)
    Purchase
Else
    Come home
```

Syntax:

```
if(condition1)
{ //block stmt }
else if(condition2)
{ //block stmt }
else if(condition 3)
{ //block stmt }
....
....
else { //block }
```

Nested if...:

Parent conditions and child conditions

```
If(sony available)
{
    If(42inch available)
    { ...}
    Else {.. }
}
Else if(Samsung available)
{
```

```
        If(44 inch available)
        { ... }
    }
    Else if (LG available)
    { ... }
    Else
    { ... }
```

Loop Statements:

- Repeating same task until given condition is true

```
Input 2
1 * 2 = 2
2 * 2 = 4
...
15 * 2 = 30
```

- For loop
- While loop
- Do while loop

For loop – simple loop structure

```
For(initialization; test condition; update)
{
    /// block of statements
}
```

While loop: entry condition

```
While(condition)
{
    /// block statements
    //updates
}
```

Do... while: exit level condition

```
do
{

    // block
} while(condition);
```