

Shraddhesh-08

Detail Notes

FLAG VARIABAL



FLAG VARIABLE

Q. WHAT IS A FLAG VARIABLE?

A flag variable is a variable that holds true or false value. It is used to indicate whether a certain condition is met or not in a program. It works like a signal to show if something happened.

Example:

```
boolean flag = false;  
if (a == b) {  
    flag = true;  
}
```

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Here, the flag shows whether a and b are equal or not.

Q. WHY DO WE USE FLAG VARIABLES?

Sometimes, when we use if-else inside a loop, both blocks keep running in every iteration — this can give wrong or unpredictable results. In such cases, we use a flag variable to handle the logic correctly.

simple words:

A flag variable is used to mark when a certain condition becomes true inside a loop, and then decide the result after the loop.

◆ Short Summary:

Flag variable → holds true/false value.

Used for → checking if a condition happened inside a loop.

Benefit → gives clear and correct output.

Syntax of Flag

```
boolean flag = false; // Step 1: Declare and initialize flag variable

while(condition) { // Step 2: Loop starts
    if(someCondition) {
        flag = true; // Step 3: Update flag if condition is true
        break;      // (optional) exit loop if needed
    }
}

if(flag) { // Step 4: Check flag after loop
    System.out.println("Condition is true");
} else {
    System.out.println("Condition is false");
}
```

Example :

```
public class Demo {  
    public static void main(String[] args) {  
        Scanner sc = new Scanner(System.in);  
  
        System.out.print("Enter a number: ");  
        int n = sc.nextInt();  
  
        boolean flag = false;  
  
        int i = 2;  
        while (i <= n / 2) {  
            if (n % i == 0) {  
                flag = true;  
                break;  
            }  
            i++;  
        }  
  
        if (!flag) {  
            System.out.println(n + " is a Prime Number");  
        } else {  
            System.out.println(n + " is Not a Prime Number");  
        }  
    }  
}
```

Output

```
D:\SHRADDHESH-08>javac Demo.java
```

```
D:\SHRADDHESH-08>java Demo
```

```
Enter a number: 5
```

```
5 is a Prime Number
```

```
D:\SHRADDHESH-08>
```