

# Java Conditional Statements

Lecture - 3

**Tokey Ahmmed**

Lecturer, Dept. of CSE

Varendra University

[tokey@vu.edu.bd](mailto:tokey@vu.edu.bd)

# The if Selection Structure

- Single-entry/single-exit structure
- Perform action only when condition is **true**
- Action/decision programming model

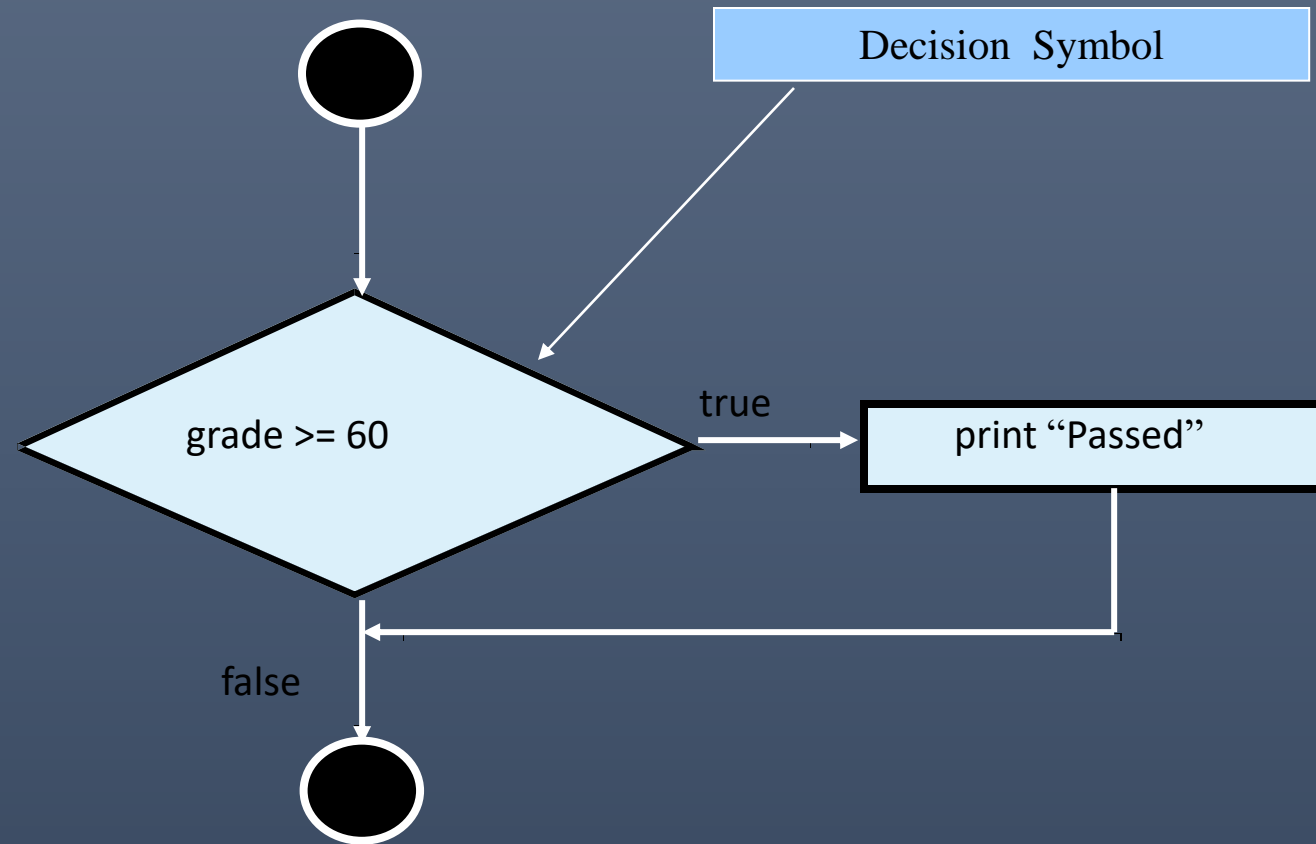


Fig - Flowcharting the single-selection if structure.

# The if/else Selection Structure

- Perform action only when condition is **true**
- Perform different specified action when condition is **false**
- Conditional operator (**? :**) can be used as alternative

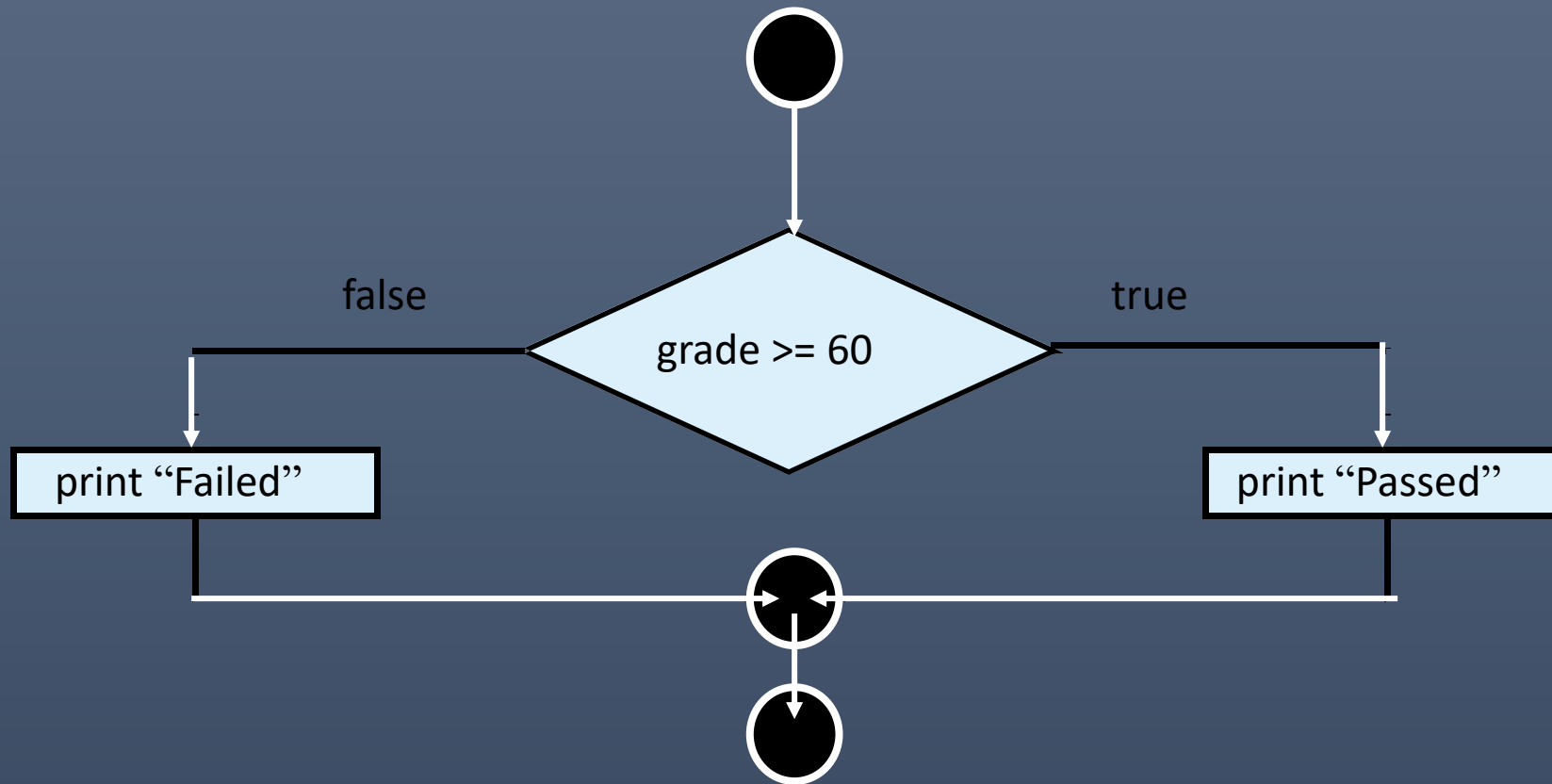


Fig - Flowcharting the double-selection if/else structure.

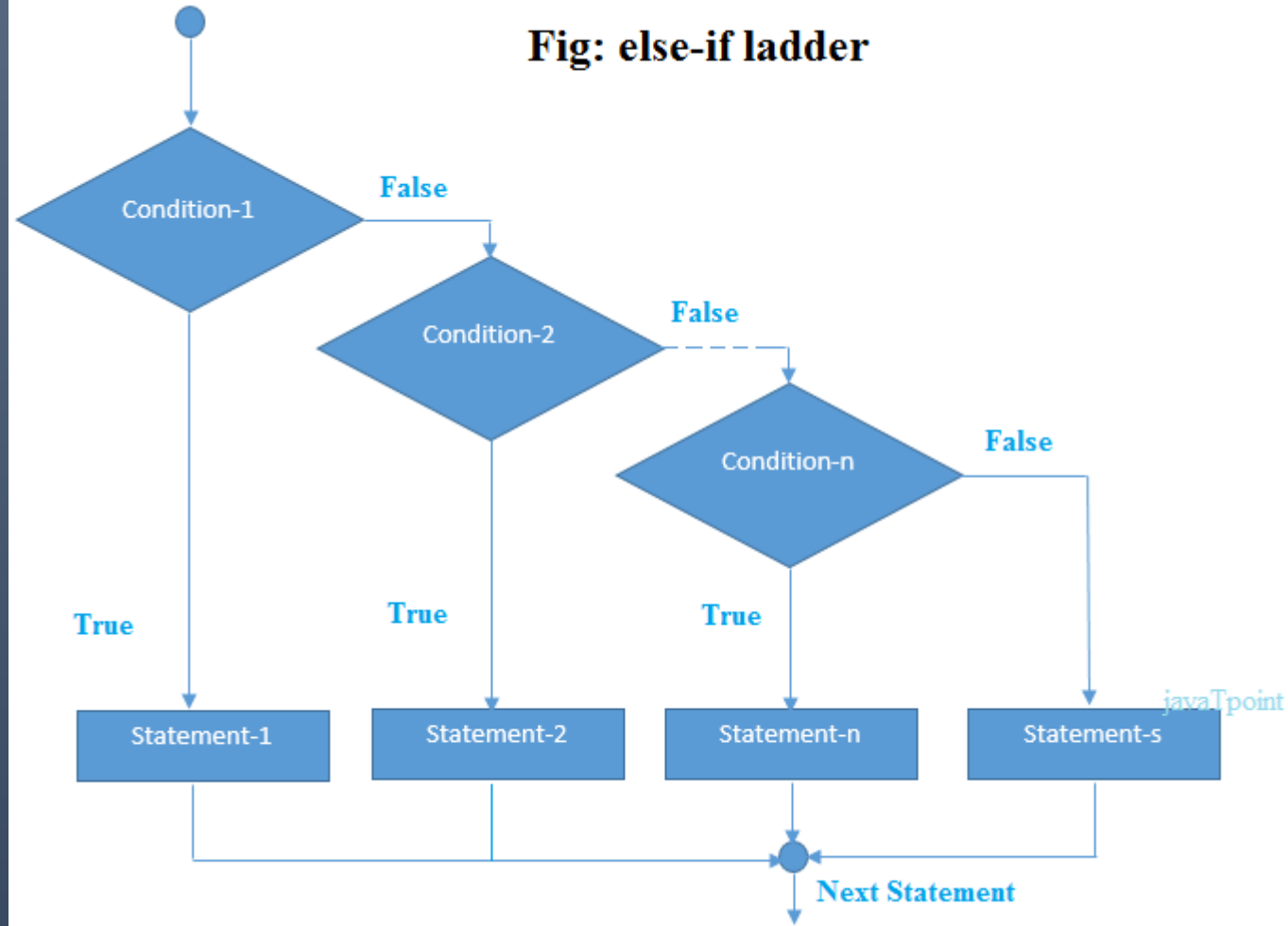
# If-else Ladder

- A program can test multiple cases by placing if...else statements inside other if...else statements to create nested **if...else** statements.
- For example if we are given a variable *student Marks* we can check the grade as the following

# If-else Ladder

```
if (percentage >= 90) {  
    System.out.println("Grade A");  
} else if (percentage < 90 && percentage >= 80) {  
    System.out.println("Grade B");  
} else if (percentage < 80 && percentage >= 70) {  
    System.out.println("Grade C");  
} else if (percentage < 70 && percentage >= 60) {  
    System.out.println("Grade D");  
} else if (percentage < 60 && percentage >= 50) {  
    System.out.println("Grade E");  
} else if (percentage < 50 && percentage >= 40) {  
    System.out.println("Grade F");  
} else {  
    System.out.println("Failed!");  
}
```

**Fig: else-if ladder**





# Alternative of if

```
if (score >= 90.0)
    grade = 'A';
else
    if (score >= 80.0)
        grade = 'B';
    else
        if (score >= 70.0)
            grade = 'C';
        else
            if (score >= 60.0)
                grade = 'D';
            else
                grade = 'F';
```

Equivalent

```
if (score >= 90.0)
    grade = 'A';
else if (score >= 80.0)
    grade = 'B';
else if (score >= 70.0)
    grade = 'C';
else if (score >= 60.0)
    grade = 'D';
else
    grade = 'F';
```

# Switch Statements

```
switch (status) {  
    case 0: compute taxes for single filers;  
            break;  
    case 1: compute taxes for married file jointly;  
            break;  
    case 2: compute taxes for married file separately;  
            break;  
    case 3: compute taxes for head of household;  
            break;  
    default: System.out.println("Errors: invalid status");  
            System.exit(0);  
}
```

# Switch-case statement Example:

```
import java.util.Scanner;

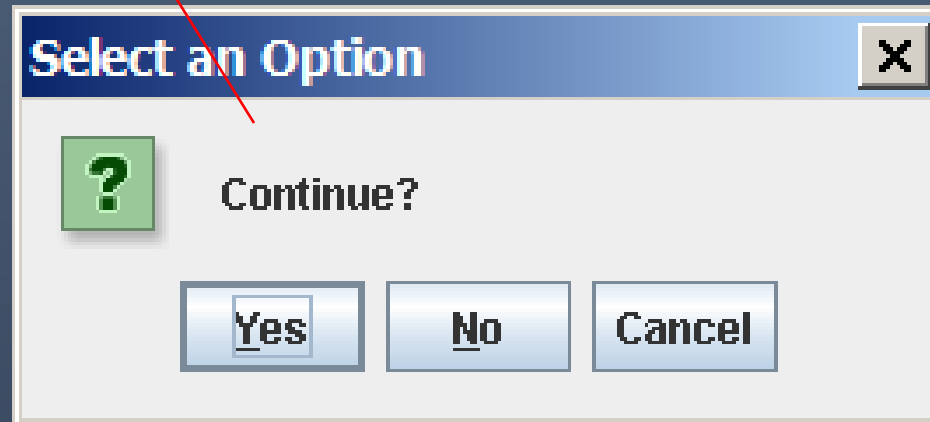
public class HelloCSE {
    public static void main(String[] args) {
        char grade;
        Scanner a = new Scanner(System.in);
        grade = a.next().charAt(0);
        switch (grade) {
            case 'A':
                System.out.println("Excellent!");
                break;
            case 'B':
            case 'C':
                System.out.println("Well done");
                break;
```

```
            case 'D':
                System.out.println("You passed");
                break;
            case 'F':
                System.out.println("Better try again");
                break;
            default:
                System.out.println("Invalid grade");
        }
        System.out.println("Your grade is " + grade);
    }
}
```

# (GUI) Confirmation Dialogs

```
int option = JOptionPane.showConfirmDialog  
    (null, "Continue");
```

[Click here for source](#)



# If else -(GUI) Confirmation Dialogs

```
import javax.swing.JOptionPane;

public class JavaApplication4{
    public static void main(String[] args) {

        int option = JOptionPane.showConfirmDialog(null, "Yes-No statement");
        if (option == JOptionPane.YES_OPTION) {
            JOptionPane.showConfirmDialog(null, "The IF statement");
        }
        else if (option == JOptionPane.NO_OPTION) {
            JOptionPane.showConfirmDialog(null, "The ELSE statement");
        }
        else{
            JOptionPane.showConfirmDialog(null, "You have select cancel!");
        }
    }
}
```