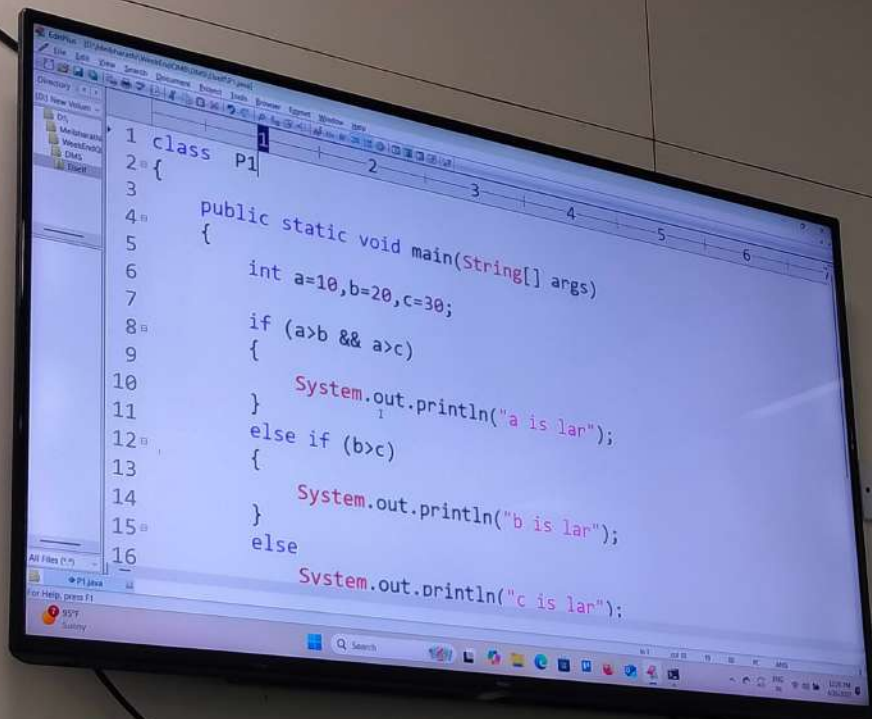


```
1 import java.util.Scanner;
2 class S2
3 {
4     public static void main(String[] args)
5     {
6         Scanner s=new Scanner(System.in);
7         System.out.println("Add\nSub\nMul\nDiv\nMod");
8         switch (s.next().charAt(0))
9         {
10             case '+':System.out.println("Addition : "+(10+10));break;
11             case '-':System.out.println("Subtract : "+(10-5));break;
12             case '*':System.out.println("Multiply : "+(10*2));break;
13             case '/':System.out.println("Division : "+(10/10));break;
14             case '%':System.out.println("Modulus : "+(12%7));break;
15             default:System.out.println("Invalid Symbol");
16         }
17     }
18 }
```



```
1 class P1
2 {
3
4     public static void main(String[] args)
5     {
6         int a=10,b=20,c=30;
7
8         if (a>b && a>c)
9         {
10            System.out.println("a is lar");
11        }
12        else if (b>c)
13        {
14            System.out.println("b is lar");
15        }
16        else
17            System.out.println("c is lar");
18    }
19 }
```

```
1 class P2
2 {
3
4     public static void main(String[] args)
5     {
6         char ch='s';
7
8         if ((ch>='A' && ch<='Z')||(ch>='a' && ch<='z'))
9         {
10             System.out.println("Its an Alphabet");
11         }
12         else
13         {
14             System.out.println("Not an Alphabet");
15         }
16 }
```

## Switch Statement

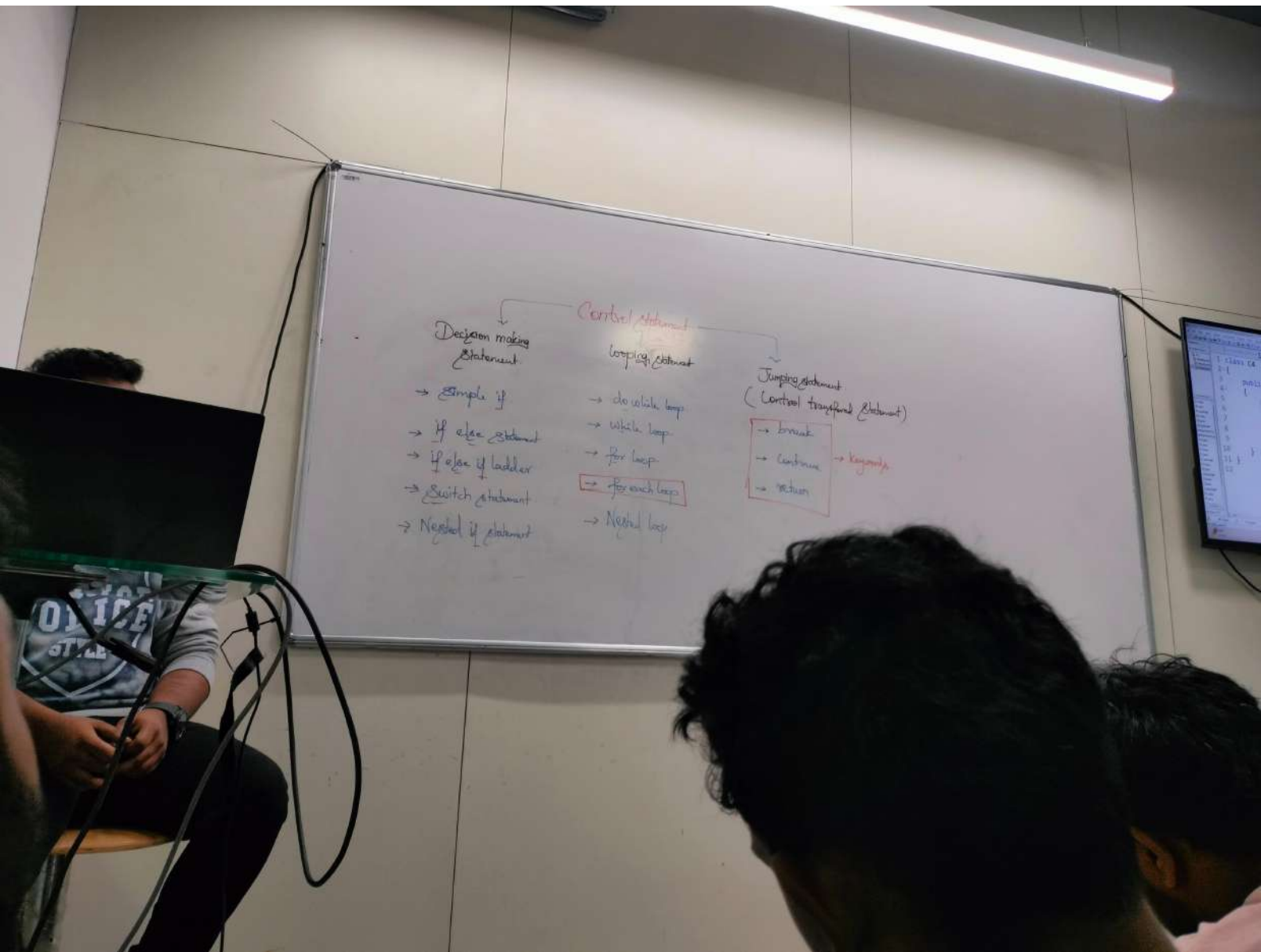
- We can collect group of logic.
- input data should be similar. (ex: written data) (Key value == case value)

Note:

- byte, short, char, int, String  
↳ Acceptable (In key value and case value)
- long, boolean, float, double  
↳ Not Acceptable (In key value and case value)

Syntax:

```
Switch (value/variable/expression)
{
    case value/expression { }
    break; (Jumping statement)
    case value/expression { }
    break;
    → n no. of case block
    default: { }
    → statement
}
```



## Control Statement

### Decision making Statement

- Simple if
- if else statement
- if else if ladder
- Switch statement
- Nested if statement

### Looping Statement

- do while loop
- while loop
- for loop
- for each loop
- Nested loop

### Jumping statement (Control Transfer Statement)

- break
- continue
- return

→ Keywords



## Switch statement

→ We can collect group of logic

→ input data should be similar type  
written data (key value = case value)

Note:

→ byte, short, char, int, String  
↳ Acceptable (In key value and case value)

→ long, boolean, float, double  
↳ Not Acceptable (In key value and case value)

Syntax:

```
switch (value/variable/expression)
{
    case value/expression: { }
    break; // Jumping statement
    case value/expression: { }
    break;
    // n no of case block
    default: { }
    statement
}
```