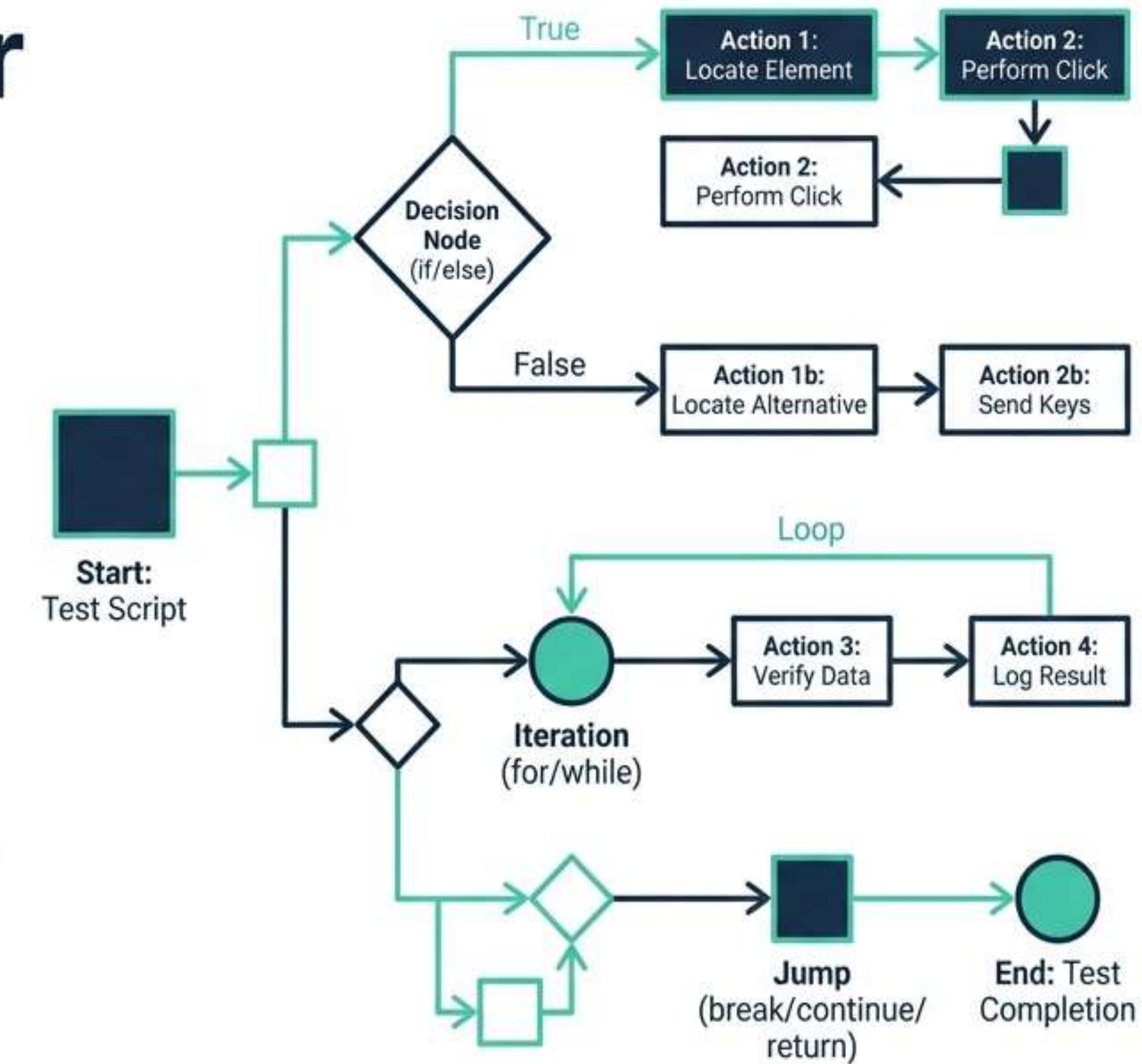


# Master Control Statements in Selenium WebDriver

Optimizing Test Automation Logic  
through Selection, Iteration, and Jump  
Statements

Optimizing Test Automation Logic  
through Selection, Iteration, and  
Jump Statements



# The Golden Circle: Understanding Control Statements

To manage the flow of execution in the program. Without controls, scripts are linear and brittle.



By implementing Selection, Iteration, and Jump Statements.

Statements that define the flow of the program, moving beyond linear execution.

# The Three Pillars of Control Flow



## Selection (Decision)

Executes code blocks based on boolean criteria.

`if`  
`if-else`  
`switch-case`



## Iteration (Loops)

Repeats a block of code until a condition is met.

`for`  
`for-each`  
`while`  
`do-while`



## Jump (Transfer)

Unconditionally transfers control to another part of the script.

`break`  
`continue`

# Deep Dive into Selection Statements

## If / Else Logic

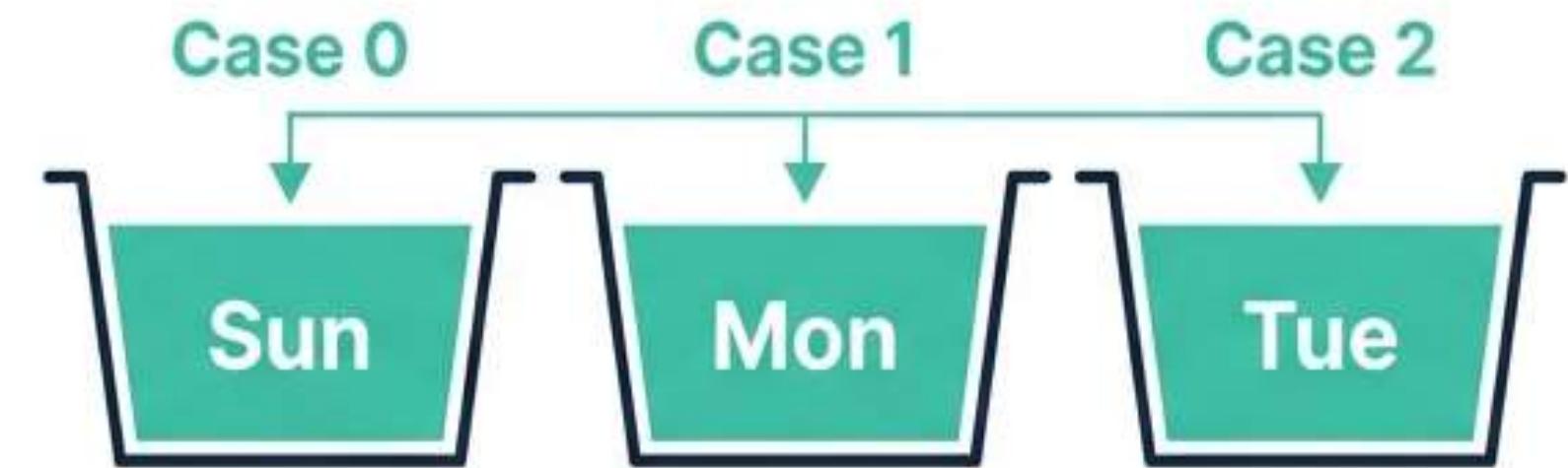
Best for binary checks or range-based conditions



```
if (income < 8925) {  
    rate = 0.10;  
}
```

## Switch / Case Logic

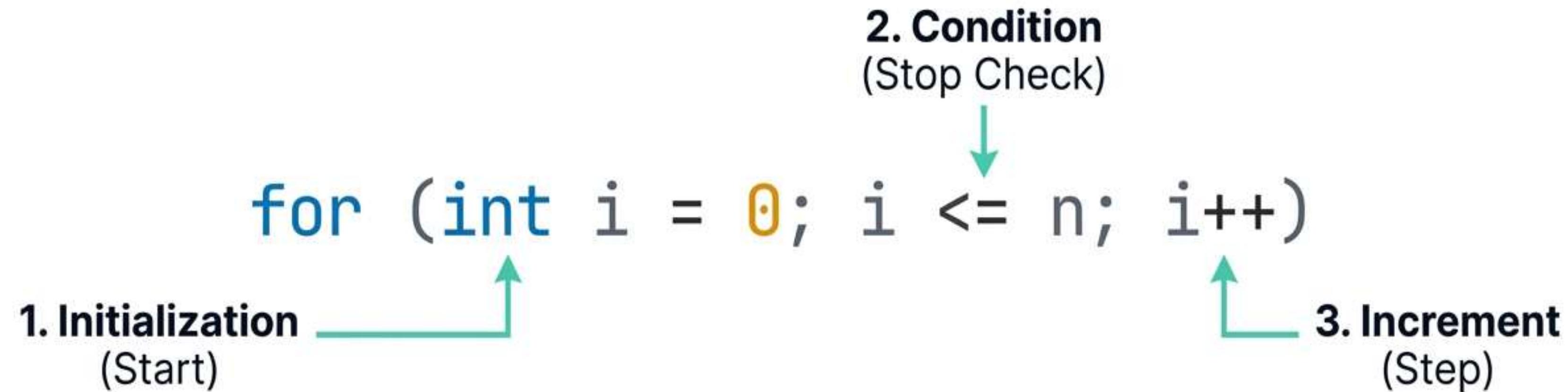
Best for multiple specific value checks (Fixed Data)



```
switch (day) {  
    case 0: print('Sun'); break;  
}
```

Critical Distinction: Use 'if-else' for boolean complexity; use 'switch' for readable fixed-value selection

# Deep Dive into Iteration & Loops



## For Loop

Used when iteration count is known (e.g., table rows).

## While / Do-While

Used when count is dynamic (e.g., waiting for element).

## For-Each

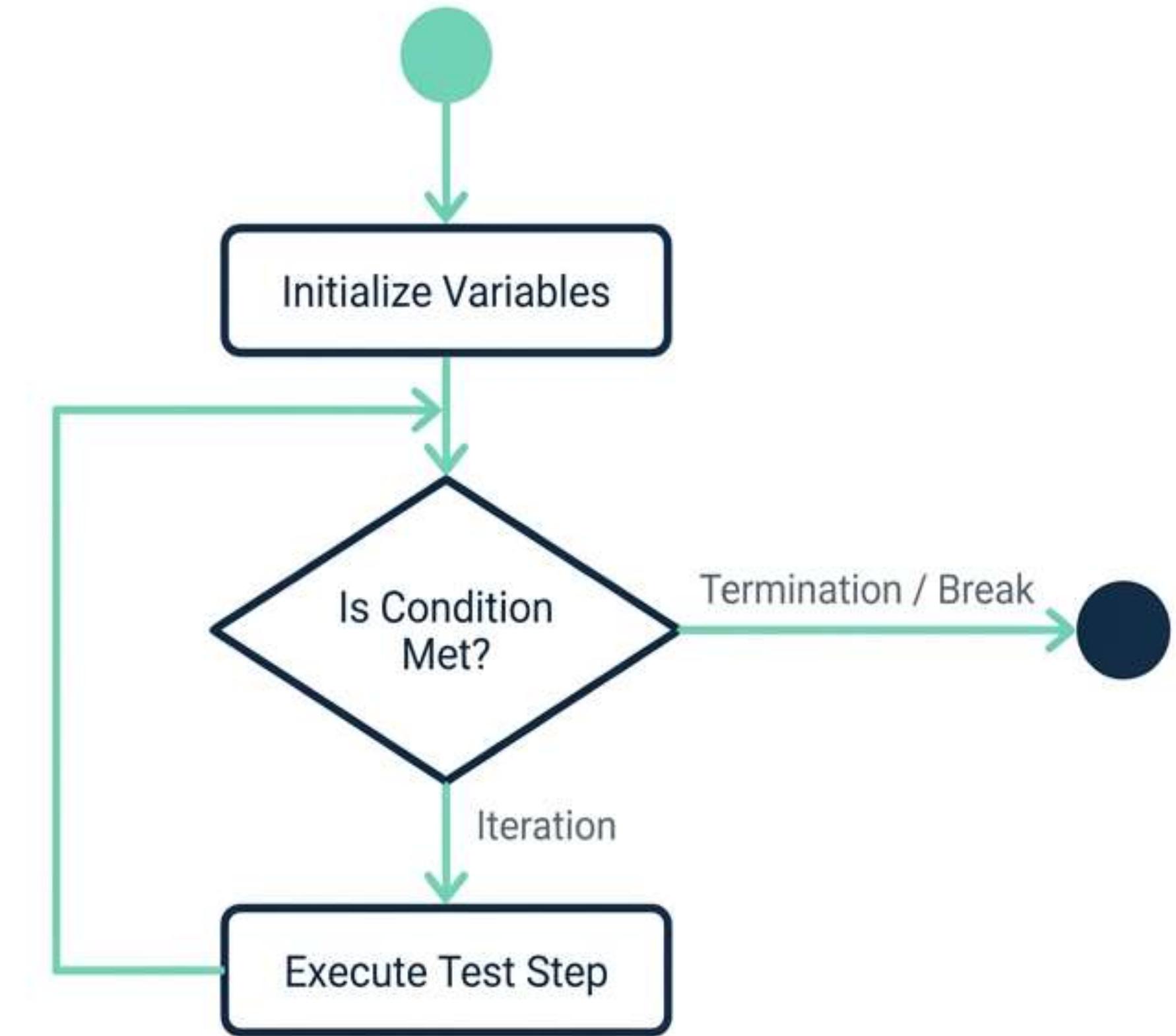
Specialized for traversing Arrays or Collections.

# Execution Logic Architecture

**\*\*Sequential Flow\*\*:** Default top-to-bottom.

**\*\*Conditional Branching\*\*:** Flow splits on data validation.

**\*\*Looping\*\*:** Flow cycles to process collections.



# Applying Logic to Selenium Automation



## Multi-Browser Testing (Switch Case)

Input: 'Chrome', 'Edge', or  
'Firefox'.

```
switch(browser) {  
    case 'Chrome':  
        driver = new ChromeDriver();  
    }  
}
```



## Test Reporting (If/Else)

Validating test outcomes.

```
if(actual.equals(expected))  
    log('PASS');  
else  
    log('FAIL');
```

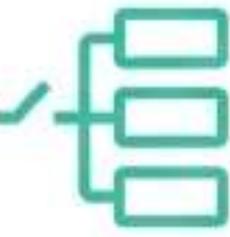
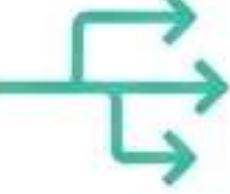


## Data Tables (For Loop)

Parsing search results.

```
for(WebElement row : rows) {  
    text = row.getText();  
}
```

# Coding Standards for Control Statements

 <b>Best Practices</b>	 <b>Avoid</b>
Use Switch for fixed values (Enums)	 Chaining 10+ “else-if” statements
Minimize Nesting (fail fast/early return)	 Deeply nested “Spaghetti Code”
Always include a “default” case	 Leaving unexpected inputs unhandled
Ensure loop variables update	 Infinite loops that hang execution

# Ace the Technical Interview

**Q: When should you use a `while` loop vs. a `do-while` loop?**

**A:** Use `do-while` when the code block **must** execute at least once before checking the condition.

**Q: Explain the difference between `break` and `continue`.**

**A:** ``break`` exits the loop entirely; ``continue`` skips the current iteration and jumps to the next.

**Q: Can you use a switch statement with Strings?**

**A:** Yes, starting from Java 7, String objects are supported in switch cases.

# Session Recap

1

## Selection

Use `if/else` for boolean logic and `switch` for fixed values to improve readability.

2

## Iteration

Use `for` loops when the count is fixed and `while` loops for dynamic wait conditions.

3

## Jump

Use `break` to exit loops early and `continue` to skip irrelevant data.

4

## Stability

Clean logic leads to stable, maintainable, and debuggable test suites.