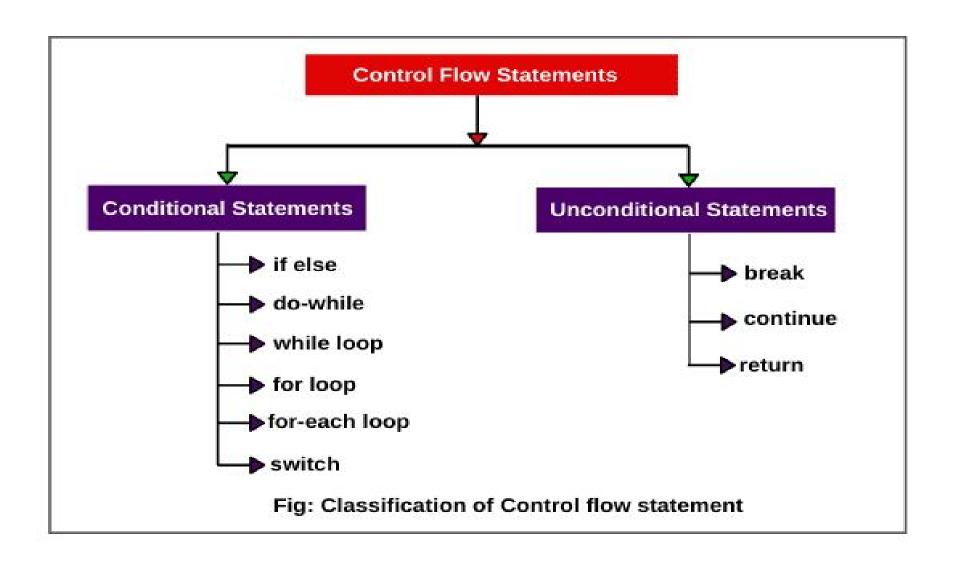


### Flow control statements in Java



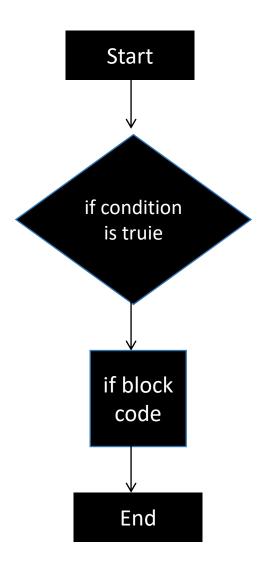
### **Decision-Making Statements or Conditional Statements**

- if Statement
- if-else statement
- if-else-if statement
- switch statement

#### if Statement

```
if (condition) {
  // code to be executed if condition is true
}
```

#### Flow Diagram for if



#### Real Time Example for if:



#### if Statement Example

```
public class Main {
  public static void main(String[] args) {
    int number = 10;
     <mark>if</mark> (number > 0) {
       System.out.println("The number is positive.");
```

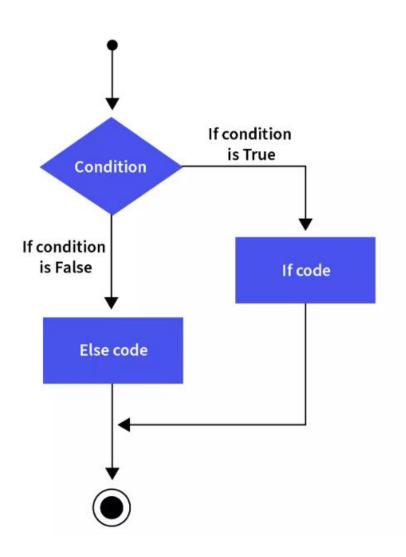
#### output:

The number is positive.

#### if-else statement

```
if (condition) {
   // code to be executed if condition is true
} else {
   // code to be executed if condition is false
}
```

#### Flow Diagram for if else



#### if else Statement Example

```
public class Main {
  public static void main(String[] args) {
    int number = -5;
    if (number > 0) {
       System.out.println("The number is positive.");
     } <mark>else</mark> {
       System.out.println("The number is not positive.");
```

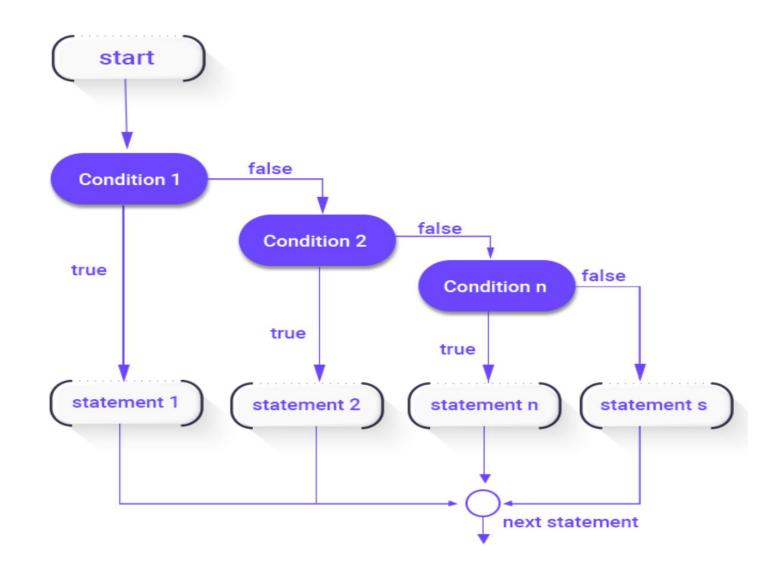
#### output:

The number is not positive.

#### if-else-if ladder

```
if (condition1) {
  // code to be executed if condition1 is true
} else if (condition2) {
  // code to be executed if condition2 is true
  // code to be executed both conditions are false
```

#### Flow Diagram for if-else-if ladder



#### if-else-if ladder Example

```
public class Main {
  public static void main(String[] args) {
    int hour = 14; // Let's assume 24-hour format (2 PM)
    if (hour < 12) {
      System.out.println("Good morning!");
    } else if (hour < 17) {
      System.out.println("Good afternoon!");
    System.out.println("Good evening!");
    } <mark>else {</mark>
      System.out.println("Good night!");
    System.out.println("Have a nice day!");
```

#### **Output:**

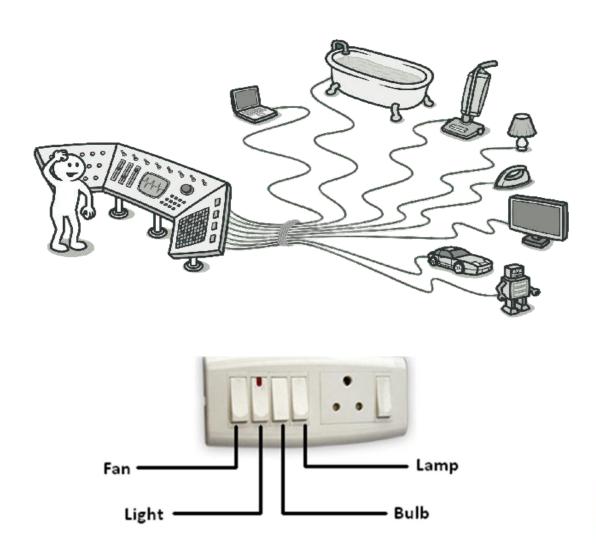
Good afternoon!

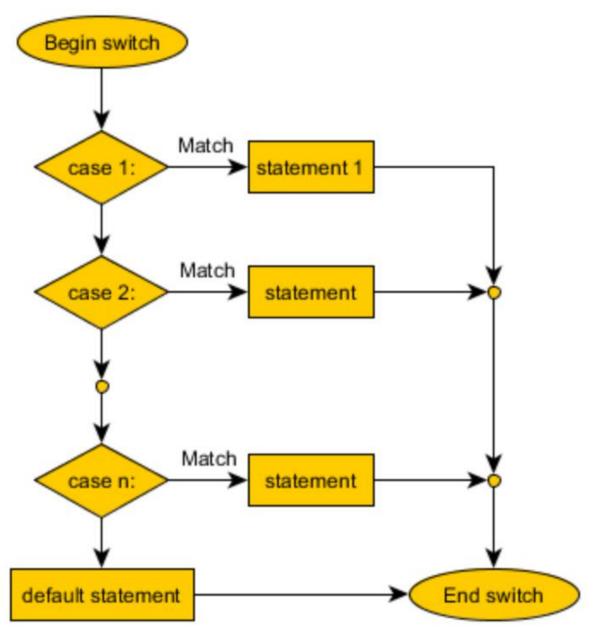
Have a nice day!

#### switch statement

```
switch (expression) {
  case value1:
    // code to be executed if expression equals value1
    break;
  case value2:
    // code to be executed if expression equals value2
    break;
  // you can have any number of case statements
  default:
    // code to be executed if expression doesn't match any case
```

#### switch statement





#### switch Statement Example

```
public class SwitchVowelExample {
public static void main(String[] args) {
  char ch='O';
  switch(ch)
    case 'a':
      System.out.println("Vowel");
      break;
    case 'e':
      System.out.println("Vowel");
      break;
    case 'i':
      System.out.println("Vowel");
      break;
```

```
case 'o':
      System.out.println("Vowel");
      break;
    case 'u':
      System.out.println("Vowel");
      break;
    case 'A':
      System.out.println("Vowel");
      break;
    case 'E':
      System.out.println("Vowel");
      break;
    case 'I':
      System.out.println("Vowel");
      break;
```

```
case 'O':
      System.out.println("Vowel");
      break;
    case 'U':
      System.out.println("Vowel");
      break;
    default:
      System.out.println("Consonant");
```

#### **Output:**

Vowel

#### **Loop or Iterative Statements**

- for Loop
- while Loop
- do-while Loop
- for-each Loop

#### for loop

```
for (initialization; condition; update)
{
   // code to be executed
}
```

#### for loop Example - 1

```
public class Main {
  public static void main(String[] args) {
    for (int i = 1; i <= 5; i++) {
       System.out.println(i);
```

#### <u>Output</u>

1

2

3

4

5

#### for loop Example - 2

```
public class Main {
  public static void main(String[] args) {
    for (int i = 1; i \le 10; i + 2) {
       System.out.println(i);
```

#### <u>Output</u>

1

3

5

7

9

#### Pattern 1: Square Pattern

```
public class Main {
  public static void main(String[] args) {
    int rows = 5;
    for (int i = 1; i \le rows; i++) {
       for (int j = 1; j \le rows; j++) {
         System.out.print("* ");
       System.out.println();
```

#### <u>Output</u>

```
* * * * *
```

#### Pattern 2: Right Triangle Pattern

```
public class Main {
  public static void main(String[] args) {
    int rows = 5;
    for (int i = 1; i <= rows; i++) {
       for (int j = 1; j \le i; j++) {
         System.out.print("* ");
       System.out.println();
```

#### <u>Output</u>

\*

\* \*

<mark>\* \* \*</mark>

\* \* \* \*

\* \* \* \* \*

#### Pattern 3: Pyramid Pattern

```
public class Main {
  public static void main(String[] args) {
    int rows = 5;
    for (int i = 1; i <= rows; i++) {
       for (int j = rows; j > i; j--) {
         System.out.print(" ");
       for (int k = 1; k \le i; k++) {
         System.out.print("* ");
       System.out.println();
```

#### <u>Output</u>

\*

\* \*

\* \* \*

\* \* \* \*

\* \* \* \*

#### while loop

```
while (condition) {
  // code to be executed
}
```

#### while loop Example - 1

```
public class Main {
  public static void main(String[] args) {
    int i = 1;
    while (i <= 5) {
      System.out.println(i);
       i++;
```

# Output 1 2 3 4

#### while loop Example - 2

```
public class Main {
  public static void main(String[] args) {
    int i = 1;
    while (i <= 5) {
       System.out.println(i);
```

#### **Output**

1

3

5

#### do-while loop

#### **Syntax:**

```
do {
  // code to be executed
} while (condition);
```

The do-while loop is similar to the while loop, but with one key difference: the do-while loop executes its body at least once, even if the condition is initially false.

#### do while loop Example

```
public class Main {
  public static void main(String[] args) {
     int i = 1;
     do {
        System.out.println(i);
      }    <mark>while</mark> (i <= 5);
```

# Output 1 2 3 4

#### Enhanced for loop (for-each loop)

```
for (type element : array) {
  // code to be executed
}
```

#### for-each loop Example

```
public class Main {
  public static void main(String[] args) {
    int[] numbers = {1, 2, 3, 4, 5};
    for (int number : numbers
      System.out.println(number);
```

#### Output 1

7

3

4

5

#### Flow Control or Jump Statements

- continue
- break

#### break statement

```
for (int i = 0; i < 10; i++) {
  if (i == 5) {
    break; // exit the loop
  // code to be executed
```

#### break statement Example:

```
public class Main {
  public static void main(String[] args) {
    int target = 5;
    for (int i = 1; i <= 10; i++) {
      if (i == target) {
         System.out.println("Target number found: " + i);
         break;
```

#### **Output**

Target number found: 5

#### continue statement

```
for (int i = 0; i < 10; i++) {
  if (i == 5) {
    continue; // skip the rest of the loop iteration
  // code to be executed
```

#### continue statement Example - 1

```
public class Main {
  public static void main(String[] args) {
    for (int i = 1; i \le 5; i++) {
       if (i % 2 == 0) {
         continue;
       System.out.println(i);
```

#### **Output**

1 3

#### continue statement Example - 2

```
public class Main {
  public static void main(String[] args) {
    for (int i = 1; i \le 5; i++) {
       if (i % 2 == 1) {
         continue;
       System.out.println(i);
```

#### **Output**

2

4