

## IF ELSE SWITCH

**Q:** `int a=0; if( a>0 && a<20) { a++ } else { a--; } SOP(a);`

**Q:** `int a=5, b=2, c; if( a>b || a!=b)`

`C= ++a + --b;`

`SOP(c+ ""+a+""+b);`

**Q:** `int i=1; while( i++ <=1 ) { i++; SOP(I + ""); } SOP( I );`

**Q:** WAP to store taxi no , name , kilometre travelled and total bill

1 km	25
2-6 km	10
6-12 km	15
12-18 km	20
18++	25

**Q:** Differentiate btn if and switch statement.

**Q:** Write a keyword to use the classes defined in a package.

**Q:** `x=9 , y=19      ( ++x)+y+(x++)+( ++y)+x+(y++)+29`

**Q:** Operators with higher precedence are evaluated before operators with relatively lower precedence. Arrange the operators given below in order of higher precedence to lower precedence. [2]

(i) `&&`    (ii) `%`    (iii) `>=`    (iv) `++`

**Q:** Marks GreaterThan-90 -> A, GreaterThan-80 -> B, GreaterThan-65 ->C else D

**Q:** `public class myClass {  
    public static int x = 3, y = 4;  
    public int a = 2, b = 3; }`

- (i) Name the variables for which each object of the class will have its own distinct copy.
- (ii) Name the variables that are common to all objects of the class.