Nested If Statements

- The if-true-statement and if-false-statement of an if statement could be another if statement
- These are called nested *if statements*

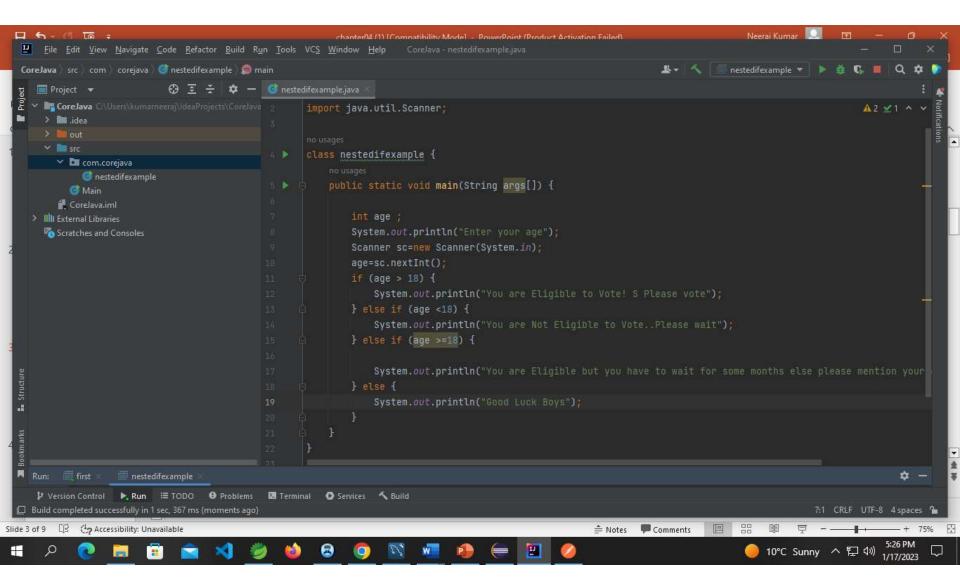
```
if (a >= b)
    if (b >= c) min = c;
    else min = b;
```

else

```
if (a \ge c) min = c;
else min = a;
```

• An else clause is matched to the last unmatched if (no matter what the indentation implies)

```
> 👑 productcrudapp
                   101 package com.coreJavaPrograms;
                       class first {
                   102
> 🖶 Servers
                   103
> 🔐 Source
                   104⊝
                            public static void main(String[] args) {
> 😹 StudentManagem
                   105
                               int a=10;
> 👑 ToDoApp
                   106
                                int b=20;
                   107
                               if(a==10) {
                   108
                                   if(b==20) {
                   109
                                       System.out.println("The Answer is correct");
                   110
                                   }
                   111
                               }
                   112 }
                   113 }
                   114
                   115
                   116
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                   121
                        1
                                                                                                                                    🖉 🗉 🗶 🧏 🗟 🚮 🖓 🖅 🛃 🚽 🖬 🗸 😭
                  📳 Problems @ Javadoc 😣 Declaration 📮 Console 🗙
                  <terminated> first [Java Application] C:\Users\kumarneeraj\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.5.v20221102-0933\jre\bin\javaw.exe (Jan 17, 2023, 2:59:07 PM – 2:59:12 PM) [pid:
                  The Answer is correct
```



The Switch Statement

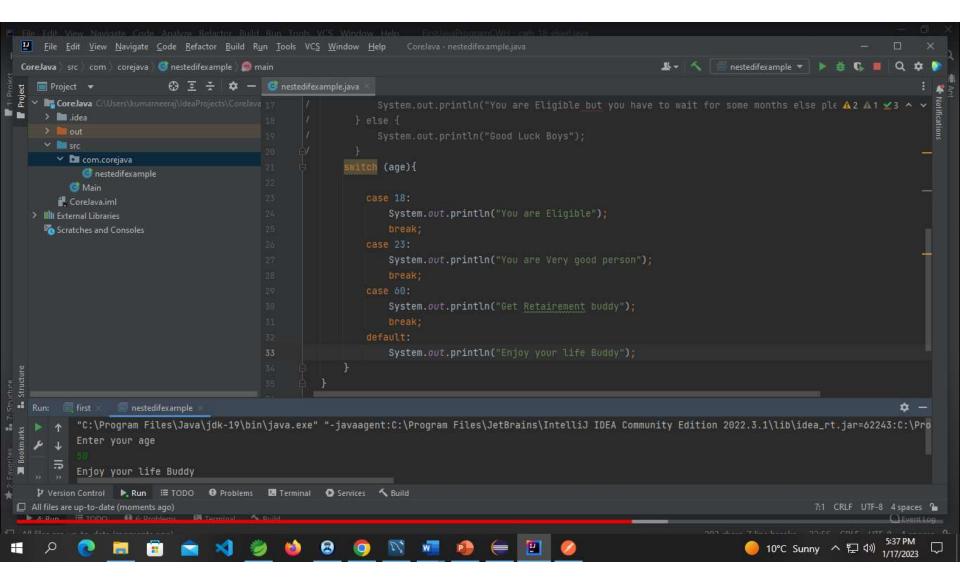
- The *switch statement* provides another means to decide which statement to execute next
- The switch statement evaluates an expression, then attempts to match the result to one of several possible *cases*
- Each case contains a value and a list of statements
- The flow of control transfers to statement list associated with the first value that matches

The Switch Statement

- A switch statement can have an optional *default case* which has no associated value
- If the default case is present, control will transfer to it if no other case value matches
- The default case can be positioned anywhere in the switch, it is usually placed at the end
- If there is no default case, and no other value matches, control falls through to the next statement after the switch

The Switch Statement

- Often a *break statement* is used as the last statement in each case's statement list
- A break statement causes control to transfer to the end of the switch statement
- If a break statement is not used, the flow of control will continue into the next case
- The expression of a switch statement must result in an integral data type, like an integer or character
- You cannot perform relational checks with a switch staement



The For Statement

- The *for statement* has the following syntax: for (*initialization* ; *condition* ; *increment*) *statement* ;
- The *initialization* is executed once before the loop begins
- The *statement* is executed until the *condition* becomes false
- The *increment* portion is executed at the end of each iteration

The For Statement

- The for statement is equivalent to the following while loop structure *initialization*;
 while (condition)
 {
 statement ;
 increment ;
 increment ;
 }
- Like a while loop, the condition of a for loop is tested prior to executing the loop body
- Therefore, the body of a for loop can be executed zero or more times

Do-while Statement

- A do-while statement checks the condition after executing the loop body
- The loop body of a do-while statement is executed at least once
- Do-while statements are suitable for writing loops that are executed at least once
- DoGrowth.java
- Babylonian.java (extra)