

JAVA Notes 4 – Conditional Statements

Java, like all other programming languages, is equipped with specific statements that allow us to check a condition and execute certain parts of code depending on whether the condition is true or false. Such statements are called conditional, and are a form of composite statement.

In Java, there are two forms of conditional statements:

- the if-else statement, to choose between two alternatives.
- the switch statement, to choose between multiple alternatives.

The if-else statement

Syntax: **if** (condition) statement1;
 else statement2;

Example: if (Mark >= 50) System.out.println("You PASSED!");
 else System.out.println("You Failed!");

Compound statements

In the if we can use a single statement or more than one statement known as compound statement (block of statements). Compound statements are enclosed in curly brackets {}

Syntax: **if** (condition) {
 Statement1;
 Statement2;
 ...
 }

Example: if (Mark >= 50) {
 System.out.println("You PASSED!");
 pass = pass + 1;
 }

Logical and Comparison Operators

Logical Operators		Comparison Operators	
Operator	meaning	Operator	meaning
&	AND	==	Equal to
	OR	>	Greater than
^	XOR	>=	Greater or Equal
	Short circuit OR	<	Smaller than
&&	Short circuit AND	<=	Smaller or Equal
!	Unary NOT	!=	Not Equal to

Note: The operators in red are not included in the syllabus.

Nested ifs

This means you have an if in an if – the inner ifs are executed if the first if is true i.e. in 4 example below Distinction, Merit, Pass or Fail are only displayed if the mark is from 0 to 100.

Syntax:

```
if (condition1) {  
    if (condition2) statement1;  
    if (condition3) statement2;  
    ...  
}
```

Example:

```
if (mark>=0 && mark<=100){  
    if (mark>=90) System.out.println("Distinction");  
    if (mark>=75 && mark<90) System.out.println("Merit");  
    if (mark>=50 && mark<75) System.out.println("Pass");  
    else if (mark<50)System.out.println("Fail");  
}  
else System.out.println("Invalid mark");
```

switch

This is a multiway branch statement i.e. easy way to send execution to different parts of the program. Used instead of using many if-else-if statements

Syntax: switch (expression) {
 case value1: statement; break;
 case value2: statement; break;
 ...
 case valueN: stamen; break;
 default: statement; break;
 }

- When one of the cases is found true it will be executed and goes out of the switch.
- If none of the cases are found to be true then the default will be executed.
- If no default is present (it is optional) then no action is taken.
- The break statement is optional but if there's no break the program will continue to check the next cases.
- Sometimes it is useful to omit the break since you would need to continue checking the other cases – as seen in example 2 below.
- Can be used instead of if-else-if
- When you have many cases the if is better

Important features of the switch statement:

- The switch works only with: byte, char, int
- The switch can only be used for equality and NOT the other comparison operations as the if