

Outline



- Rational Operations
- Control Structures
- If Statements
- The IF Block Statement
- Nested IF
- Flags
- Logical Operators
- Switch

Objectives



By the end of this lesson, you will be able to

- Learn to use different control structures, like if statements, nested if, flags, logical operators, and switch statements, according to the complexity of the problem.
- Apply rational operations and control structures to solve problems logically.
- Develop versatility in choosing and implementing control flow structures such as if statements, nested if, flags, logical operators, and switch statements.
- Gain proficiency in using conditional statements for effective decision-making, handling various conditions and scenarios in programming

In this lecture, we will cover the essential control structures for making decisions and managing program flow

Relational Operators



- Relational operators compare numeric and char values to check if one is greater than, less than, equal to, or not equal to another.
- Computers excel at both calculations and value comparisons.
- Comparisons are essential for tasks like analyzing sales figures, calculating profit and loss, checking numerical ranges, and validating user input.

Relational Operators	Meaning
>	Greater than
<	Less than
>=	Greater than or equal to
<=	Less than or equal to
==	Equal to
!=	Not equal to

Expression

What the Expression Means

$x > y$

Is x greater than y?

$x < y$

Is x less than y?

$x \geq y$

Is x greater than or equal to y?

$x \leq y$

Is x less than or equal to y?

$x == y$

Is x equal to y?

$x != y$

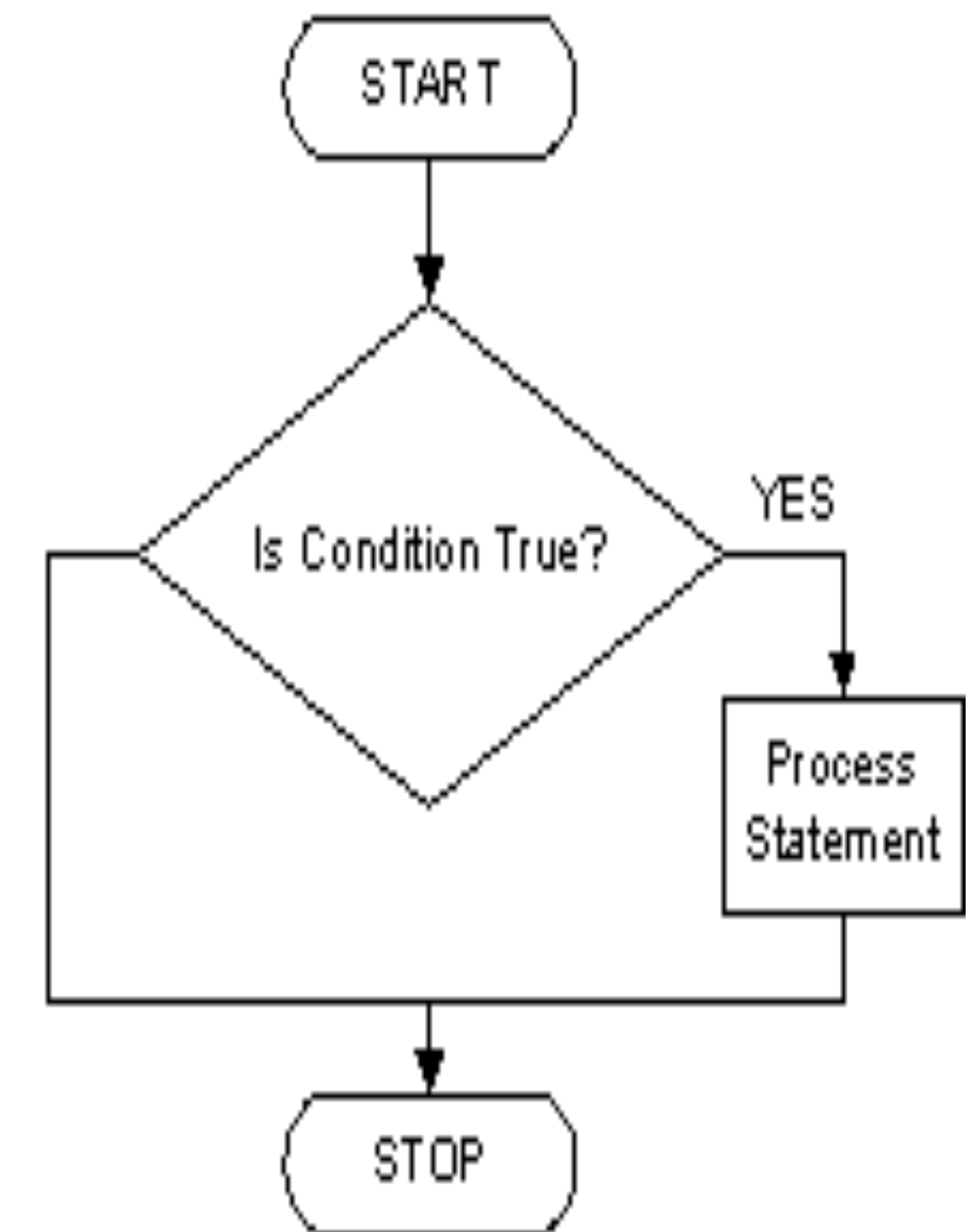
Is x not equal to y?

- A Selection control structure is used to choose among alternative courses of action.
- There must be some *condition* that determines whether or not an action occurs.
- C++ has a number of selection control structures:
 - **if**
 - **if.... else**
 - **if ... else ... if**
 - **switch**

If statement



- The if statement can cause other statements to execute only under certain conditions.
- The if selection statement is a **single-selection statement**
- It selects or ignores a single statement (or block of statements) depending on the condition
- Modifies the order of the statement execution.



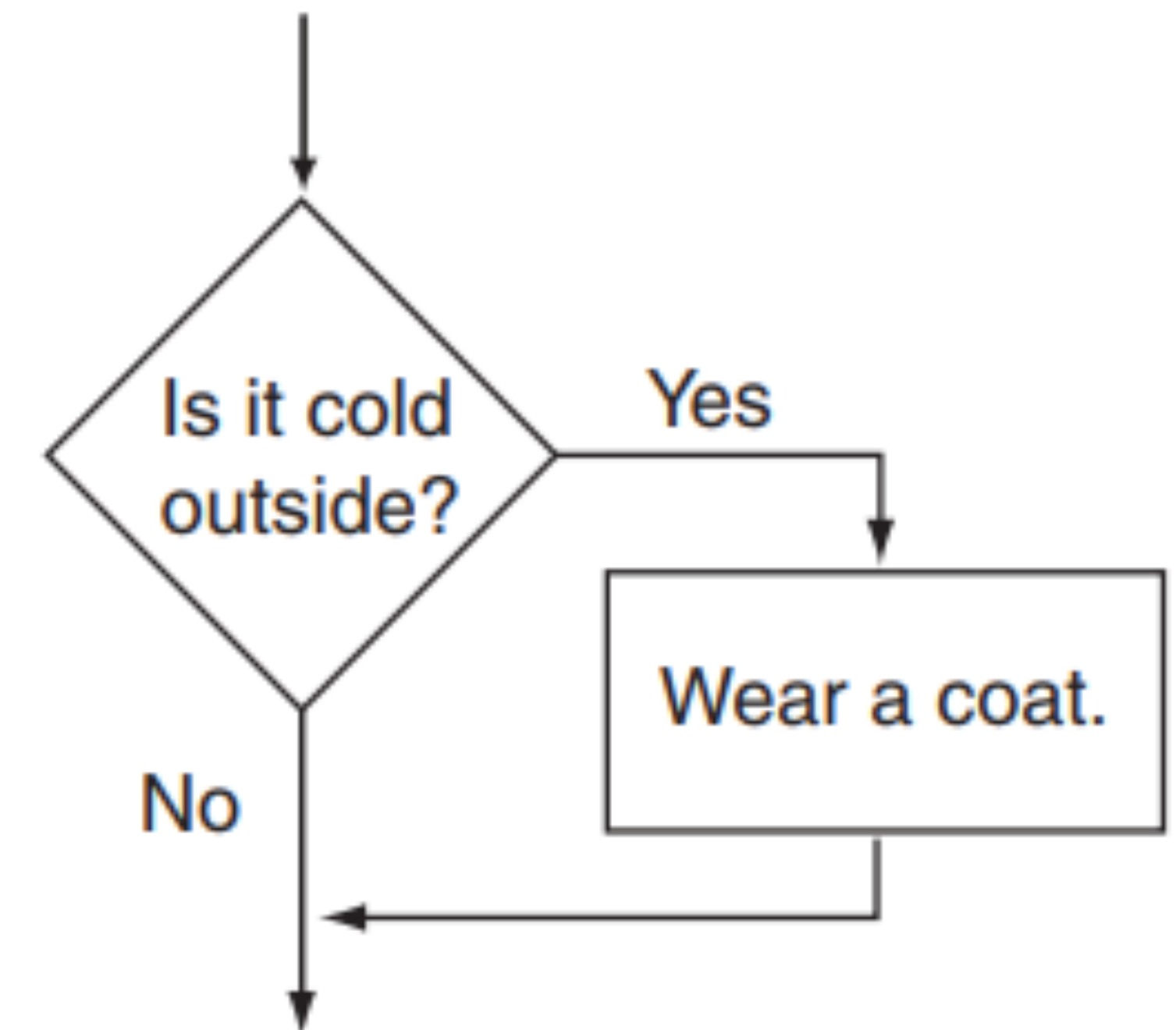
If statement - Example



In the flowchart, the action “**Wear a coat**” is performed only when it is cold outside. If it is not cold outside, the action is skipped. The action is conditionally executed because it is performed only when a certain condition (cold outside) exists.

Here are some other examples:

- **If the car is low on gas, stop at a service station and get gas.**
- **If it’s raining outside, go inside.**
- **If you’re hungry, get something to eat.**




```
if (condition)  
Statement;
```

← No semicolon goes here

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```
if (condition){  
Statement;  
}
```


The if

