

C++ if statement

An **if** statement consists of a boolean expression followed by one or more statements.

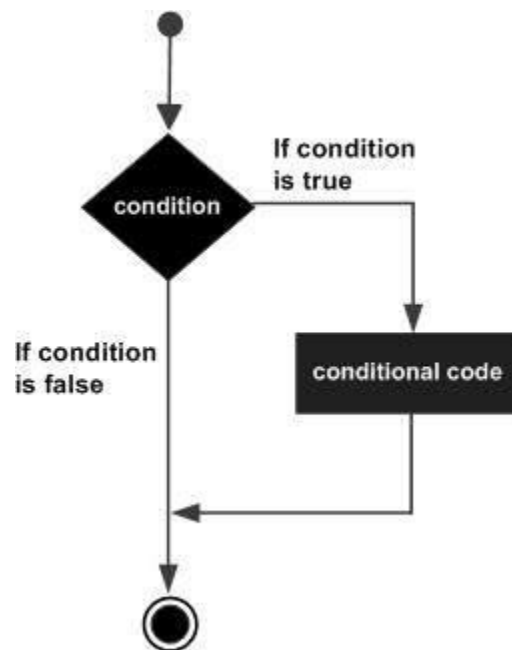
Syntax

The syntax of an if statement in C++ is –

```
if(boolean_expression) {  
    // statement(s) will execute if the boolean expression is true  
}
```

If the boolean expression evaluates to **true**, then the block of code inside the if statement will be executed. If boolean expression evaluates to **false**, then the first set of code after the end of the if statement (after the closing curly brace) will be executed.

Flow Diagram



Example

```
#include <iostream>  
using namespace std;  
  
int main () {  
    // local variable declaration:  
    int a = 10;  
  
    // check the boolean condition
```

C++ Programming

```
if( a < 20 ) {  
    // if condition is true then print the following  
    cout << "a is less than 20;" << endl;  
}  
cout << "value of a is : " << a << endl;  
  
return 0;  
}
```

When the above code is compiled and executed, it produces the following result –

```
a is less than 20;  
value of a is : 10
```

C++ if...else statement

An **if** statement can be followed by an optional **else** statement, which executes when the boolean expression is false.

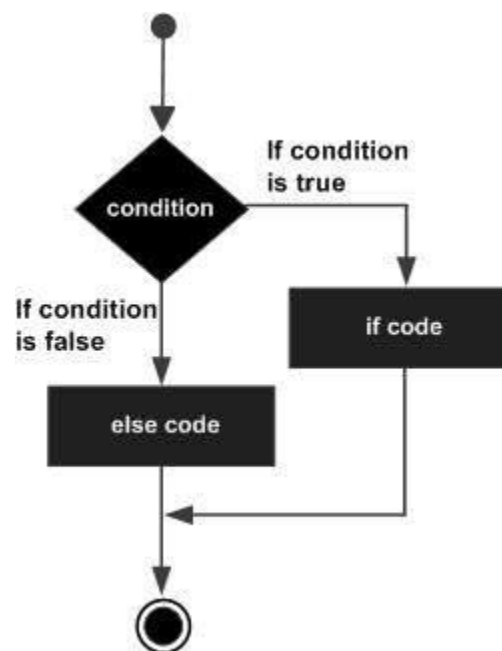
Syntax

The syntax of an if...else statement in C++ is –

```
if(boolean_expression) {  
    // statement(s) will execute if the boolean expression is true  
} else {  
    // statement(s) will execute if the boolean expression is false  
}
```

If the boolean expression evaluates to **true**, then the **if block** of code will be executed, otherwise **else block** of code will be executed.

Flow Diagram



Example

[Live Demo](#)

```
#include <iostream>  
using namespace std;  
  
int main () {  
    // local variable declaration:  
    int a = 100;
```

C++ Programming

```
// check the boolean condition
if( a < 20 ) {
    // if condition is true then print the following
    cout << "a is less than 20;" << endl;
} else {
    // if condition is false then print the following
    cout << "a is not less than 20;" << endl;
}
cout << "value of a is : " << a << endl;

return 0;
}
```

When the above code is compiled and executed, it produces the following result –

```
a is not less than 20;
value of a is : 100
```

if...else if...else Statement

An **if** statement can be followed by an optional **else if...else** statement, which is very useful to test various conditions using single if...else if statement.

When using if , else if , else statements there are few points to keep in mind.

- An if can have zero or one else's and it must come after any else if's.
- An if can have zero to many else if's and they must come before the else.
- Once an else if succeeds, none of the remaining else if's or else's will be tested.

Syntax

The syntax of an if...else if...else statement in C++ is –

```
if(boolean_expression 1) {
    // Executes when the boolean expression 1 is true
} else if( boolean_expression 2) {
    // Executes when the boolean expression 2 is true
} else if( boolean_expression 3) {
    // Executes when the boolean expression 3 is true
} else {
    // executes when the none of the above condition is true.
}
```

Example

```
#include <iostream>
using namespace std;

int main () {
    // local variable declaration:
    int a = 100;

    // check the boolean condition
    if( a == 10 ) {
        // if condition is true then print the following
        cout << "Value of a is 10" << endl;
    } else if( a == 20 ) {
        // if else if condition is true
        cout << "Value of a is 20" << endl;
    } else if( a == 30 ) {
        // if else if condition is true
        cout << "Value of a is 30" << endl;
    } else {
        // if none of the conditions is true
        cout << "Value of a is not matching" << endl;
    }
    cout << "Exact value of a is : " << a << endl;

    return 0;
}
```

When the above code is compiled and executed, it produces the following result –

```
Value of a is not matching
Exact value of a is : 100
```

C++ switch statement

A **switch** statement allows a variable to be tested for equality against a list of values. Each value is called a case, and the variable being switched on is checked for each case.

Syntax

The syntax for a **switch** statement in C++ is as follows –

```
switch(expression) {
    case constant-expression :
        statement(s);
        break; //optional
    case constant-expression :
        statement(s);
        break; //optional

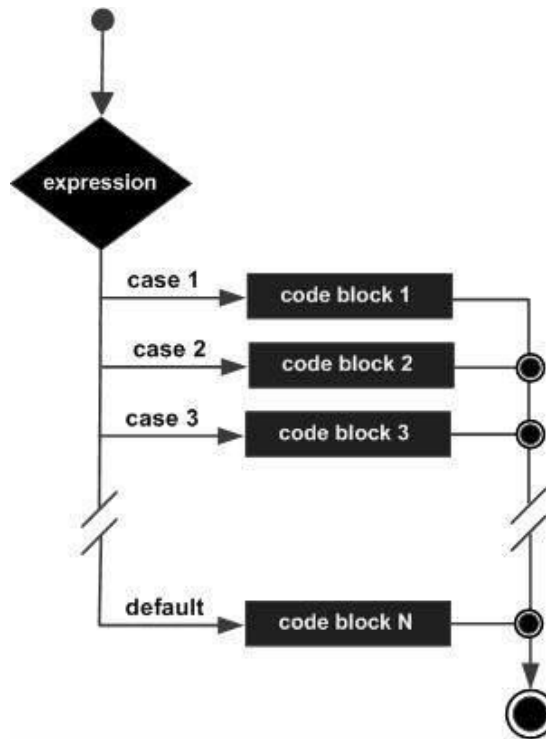
    // you can have any number of case statements.
    default : //Optional
        statement(s);
}
```

The following rules apply to a switch statement –

- The **expression** used in a **switch** statement must have an integral or enumerated type, or be of a class type in which the class has a single conversion function to an integral or enumerated type.
- You can have any number of case statements within a switch. Each case is followed by the value to be compared to and a colon.
- The **constant-expression** for a case must be the same data type as the variable in the switch, and it must be a constant or a literal.
- When the variable being switched on is equal to a case, the statements following that case will execute until a **break** statement is reached.
- When a break statement is reached, the switch terminates, and the flow of control jumps to the next line following the switch statement.
- Not every case needs to contain a break. If no break appears, the flow of control will *fall through* to subsequent cases until a break is reached.
- A **switch** statement can have an optional **default** case, which must appear at the end of the switch. The default case can be used for

performing a task when none of the cases is true. No break is needed in the default case.

Flow Diagram



Example

```
#include <iostream>
using namespace std;

int main () {
    // local variable declaration:
    char grade = 'D';

    switch(grade) {
        case 'A' :
            cout << "Excellent!" << endl;
            break;
        case 'B' :
        case 'C' :
            cout << "Well done" << endl;
            break;
        case 'D' :
            cout << "You passed" << endl;
            break;
        case 'F' :
            cout << "Better try again" << endl;
            break;
    }
}
```

C++ Programming

```
        default :  
            cout << "Invalid grade" << endl;  
    }  
    cout << "Your grade is " << grade << endl;  
  
    return 0;  
}
```

This would produce the following result –

```
You passed  
Your grade is D
```


C++ nested if statements

It is always legal to **nest** if-else statements, which means you can use one if or else if statement inside another if or else if statement(s).

Syntax

The syntax for a **nested if** statement is as follows –

```
if( boolean_expression 1) {  
    // Executes when the boolean expression 1 is true  
    if(boolean_expression 2) {  
        // Executes when the boolean expression 2 is true  
    }  
}
```

You can nest **else if...else** in the similar way as you have nested *if* statement.

Example

```
#include <iostream>  
using namespace std;  
  
int main () {  
    // local variable declaration:  
    int a = 100;  
    int b = 200;  
  
    // check the boolean condition  
    if( a == 100 ) {  
        // if condition is true then check the following  
        if( b == 200 ) {  
            // if condition is true then print the following  
            cout << "Value of a is 100 and b is 200" << endl;  
        }  
    }  
    cout << "Exact value of a is : " << a << endl;  
    cout << "Exact value of b is : " << b << endl;  
  
    return 0;  
}
```

When the above code is compiled and executed, it produces the following result –

```
Value of a is 100 and b is 200  
Exact value of a is : 100  
Exact value of b is : 200
```

C++ switch statement

A **switch** statement allows a variable to be tested for equality against a list of values. Each value is called a case, and the variable being switched on is checked for each case.

Syntax

The syntax for a **switch** statement in C++ is as follows –

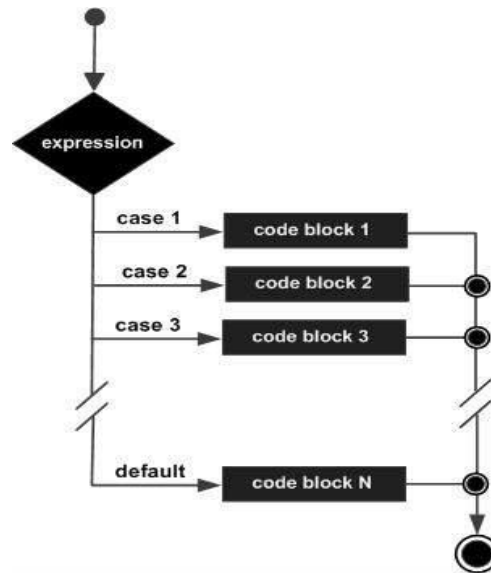
```
switch(expression) {
    case constant-expression :
        statement(s);
        break; //optional
    case constant-expression :
        statement(s);
        break; //optional

    // you can have any number of case statements.
    default : //Optional
        statement(s);
}
```

The following rules apply to a switch statement –

- The **expression** used in a **switch** statement must have an integral or enumerated type, or be of a class type in which the class has a single conversion function to an integral or enumerated type.
- You can have any number of case statements within a switch. Each case is followed by the value to be compared to and a colon.
- The **constant-expression** for a case must be the same data type as the variable in the switch, and it must be a constant or a literal.
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- When a break statement is reached, the switch terminates, and the flow of control jumps to the next line following the switch statement.
- Not every case needs to contain a break. If no break appears, the flow of control will *fall through* to subsequent cases until a break is reached.
- A **switch** statement can have an optional **default** case, which must appear at the end of the switch. The default case can be used for performing a task when none of the cases is true. No break is needed in the default case.

Flow Diagram



Example

```
#include <iostream>
using namespace std;
int main () {
    // local variable declaration:
    char grade = 'D';
    switch(grade) {
        case 'A' :
            cout << "Excellent!" << endl;
            break;
        case 'B' :
        case 'C' :
            cout << "Well done" << endl;
            break;
        case 'D' :
            cout << "You passed" << endl;
            break;
        case 'F' :
            cout << "Better try again" << endl;
            break;
        default :
            cout << "Invalid grade" << endl;
    }
    cout << "Your grade is " << grade << endl;
    return 0;
}
```

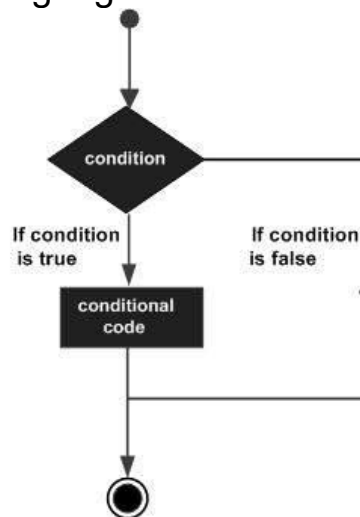
This would produce the following result –

```
You passed
Your grade is D
```

C++ decision making statements

Decision making structures require that the programmer specify one or more conditions to be evaluated or tested by the program, along with a statement or statements to be executed if the condition is determined to be true, and optionally, other statements to be executed if the condition is determined to be false.

Following is the general form of a typical decision making structure found in most of the programming languages –



C++ programming language provides following types of decision making statements.

Sr.No	Statement & Description
1	<u>if statement</u> An 'if' statement consists of a boolean expression followed by one or more statements.
2	<u>if...else statement</u> An 'if' statement can be followed by an optional 'else' statement, which executes when the boolean expression is false.
3	<u>switch statement</u> A 'switch' statement allows a variable to be tested for equality against a list of values.
4	<u>nested if statements</u> You can use one 'if' or 'else if' statement inside another 'if' or 'else if' statement(s).
5	<u>nested switch statements</u> You can use one 'switch' statement inside another 'switch' statement(s).