

Chapter Three

Selection

Sequence & Selection

- Sequence: program instructions are always executed in sequence.
- Selection: is a method of program control in which a choice can be made about which instructions to execute.
- Example for selection:
“if then” statement

Nested “if...else” statement

Example:

```
if (group == 'A')
{
}
else if (group == 'B')
{
}
else if (group == 'C')
{
}
else
{
}
```

Logical operators

- AND è &&
- OR è ||
- NOT è !

The switch statement

- Switch (someVariable)
{
 case Value1://instructions to be executed
 break;
 case Value2://instructions to be executed
 break;
 default://instructions for default case
}