

Table of Contents



The commonly used control statements in C are:

If-else statement:

Switch statement:

Loops:

 for loop:

 while loop:

 do-while loop:

Jump statements:

 break statement:

 continue statement:

 goto statement:

In C programming, control statements are used to alter the flow of execution in a program based on certain conditions or to repeat a set of statements.

The commonly used control statements in C are:

If-Else Statement:

- The if-else statement is used to make a decision based on a condition.
- If the condition is true, the statements within the if block are executed; otherwise, the statements within the else block (optional) are executed.



```
if (condition) {  
    // code to execute if condition is true  
} else {  
    // code to execute if condition is false  
}
```

Switch Statement:

- The switch statement is used to select one of many code blocks to be executed based on the value of an expression.
- It provides an alternative to a long sequence of if-else if-else statements.

C ➔

```
switch (expression) {  
    case constant1:  
        // code to execute if expression matches constant1  
        break;  
    case constant2:  
        // code to execute if expression matches constant2  
        break;  
    // ...  
    default:  
        // code to execute if no case matches the expression  
}
```

Loops:

Loops are used to repeat a set of statements until a specific condition is met.

The commonly used loops in C are:

for loop:

Executes a block of code repeatedly based on an initialization, condition, and increment/decrement.



```
for (initialization; condition; increment/decrement) {  
    // code to execute repeatedly  
}
```

while loop:

Repeats a block of code as long as the condition is true.



```
while (condition) {  
    // code to execute repeatedly  
}
```

do-while loop:

Executes a block of code first and then repeats it as long as the condition is true.



```
do {  
    // code to execute repeatedly  
} while (condition);
```

Jump Statements:

Jump statements are used to transfer control within a program to a different section of code.

The commonly used jump statements in C are:

break statement:

Terminates the current loop or switch statement and transfers control to the statement immediately following the loop or switch.

continue statement:

Skips the remaining code within the loop for the current iteration and proceeds to the next iteration.

goto statement:

Transfers control to a labeled statement within the same function. (Note: goto should be used with caution as it can make code harder to read and maintain.)

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61. Write a program that swaps the values of two variables.
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