Branching, part 2

Boolean Hair Logic

A

B

AND

OR

XOR
Nested if statements

You can have as many if statements inside each other as you want.

```java
if (teacherAwake)
{
    if (studentAwake)
    {
        if (classWellPrepared)
        {
            learning = true;
        }
    }
}
```
Nested if statements

From a truth table perspective, nested loops are similar to AND

The previous if code is equivalent to:

```java
if(teacherAwake && studentAwake && classWellPrepared)
{
    learning = true;
}
```

However, sometimes you want to do other code between these evaluations
Nested if statements

(See: bridgeOfDeath.cpp)
Where a variable is visible is called its **scope**

Typically variables only live inside the block (denoted with matching { and } )

A variable lives until the block is closed, so inner blocks can see everything from the block it was created inside
Scope

```cpp
int main()
{
    int x;
    // can use x here
    {
        int y;
        // can use x or y here
    }
    // can use x here
    return 0;
}
```

(See: scope.cpp)
If... if... else!

When in doubt, use parenthesis and blocks!
(Some people like to put the first brace after the if, others on a new line)

What happens if you have an if if else?

(See: ifIfElse.cpp)
Multiway if/else

This is a special format if you put an if statement after an else.

This second “if statement” only is tested when the first “if statement” is not true

(See: grades.cpp)
Multiway if/else

(See: vending.cpp)
Switch

A **switch** statement checks to see if a variable has a specific value.

```cpp
switch( controllingVariable)
{
    case 2:
    case 4:
        cout << "controllingVariable is either 2 or 4" << endl;
        break;
    case 3:
        cout << "controllingVariable is 3\n";
        break;
    default;
        cout << "controllingVariable is not 2, 3 or 4...\n";
        break;
}
```
Switch

If the value of the controlling variable is found in a case label, all code until a break statement is ran (or the switch ends)

Switch statements only test equality with case labels (not greater or less than)

(See: switch.cpp)
Switch statements can be written as multiway if/else statements.

Could use just “if statements” but “else if” shows only one of these will run

(See: switchToIf.cpp)
Conditional operator

We will not use in this class, but if you use other people's code you will encounter

Shorthand for an if-else statement

(BOOLEAN) ? [if true] : [if false]

Example:
max = (x>y) ? x : y;
(See: max.cpp)