

Practice and Revision - Control Structures - Selection

Chapter 3: Control Structures - Selection · Topic 2

Key Concept

An if statement executes code only if a condition is true, like 'if (score > 50) print Pass'.

An if-else statement provides an alternative action if the condition is false, like showing 'Fail' if the score isn't above 50.

A switch statement is useful when checking one variable against multiple possible values, offering a cleaner alternative to many if-else statements.

Understanding selection structures is essential for creating programs that respond differently based on varying conditions.

Quick Revision Notes

- An if statement runs code only if true.
- Example: if score>50, print Pass.
- If-else adds an alternative for false conditions.
- It shows Fail if score isn't above 50.
- A switch statement checks multiple possible values.
- It's cleaner than many if-else statements.
- Selection structures let programs make decisions.
- This is essential for varied program responses.

Practice Questions

- 1 Write an if statement checking if a number is positive.
- 2 Write an if-else statement for pass/fail based on a score.
- 3 Plan a switch statement for days of the week.
- 4 Discuss why selection structures matter.
- 5 Create a flowchart for an if-else decision.
- 6 Explain the difference between if and if-else.