#### Selection Structures

The structures that make decisions and change the flow of a program in C++ are known as **selection structures**.

There are several different types we will discuss and add to our programs.

### Using if

One of the most useful and common selection structures in a program is the if...then statement.

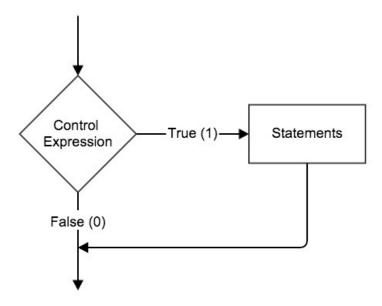
Different languages make this happen in different ways but the principal is the same.

The expression that makes the decision is known as the control expression.

If that expression is true, code is executed, if it's not that code is skipped.

## **Example**

The following flow chart demonstrates how the if..then structure works:

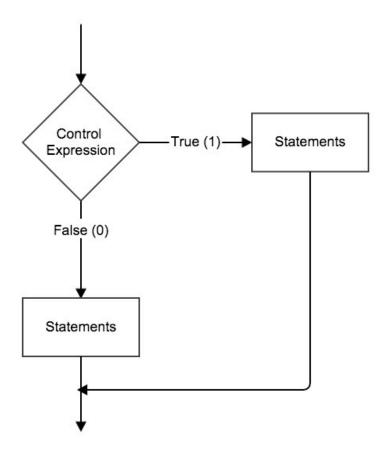


Be careful when it comes to entering the control expression, it is one of the few lines in C++ that does NOT end in a semi-colon. Putting that at the end will make the code that follows execute regardless of the outcome of the control expression.

The code above will print that the number is too large no matter what if the semi-colon is placed after the if statement!!

# Using if/else

Sometimes it's not enough just to do something if the statement is true, we want an alternative if the statement is false.



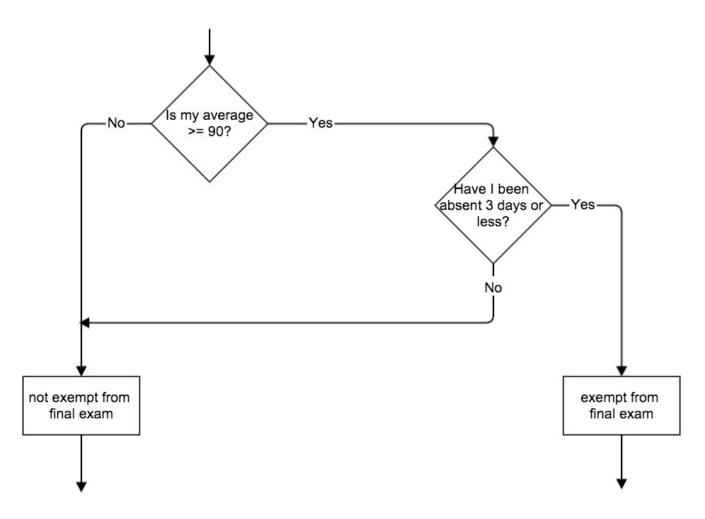
```
if (i < 0)
      {cout << "The number is negative!" << endl;}
else
      {cout << "The number is zero or positive!" << endl;}</pre>
```

#### Nested if Structures

You can place structures within other structures.

When an if/else structure is placed inside another if/else structure they structure is said to be **nested**.

The following flowchart decides whether a student is exempt from a final exam based on grade average and days absent.



To be exempt from the final a student must have a 90 average or better and cannot have missed more than 3 days of class.

```
exempt_from_final = false;

if (my_average >= 90)
{
    if (my_days_absent <= 3)
        {
        exempt_from_final = true;
    }
}</pre>
```