



Institucioni i Arsimit  
**UNIVERSITAR AAB**

**FAKULTETI I SHKENCAVE KOMPJUTERIKE**

# KOMANDA PËR DEGËZIM IF

```
1 #include <iostream>
2 #include <iomanip>
3 using namespace std;
4
5 int main()
6 {
7
8     int a;
9     cin >> a;
10
11     if(a > 5)
12         cout << "Vlera e variables hyrese eshte me e madhe se 5.\n";
13
14     return 0;
15 }
```

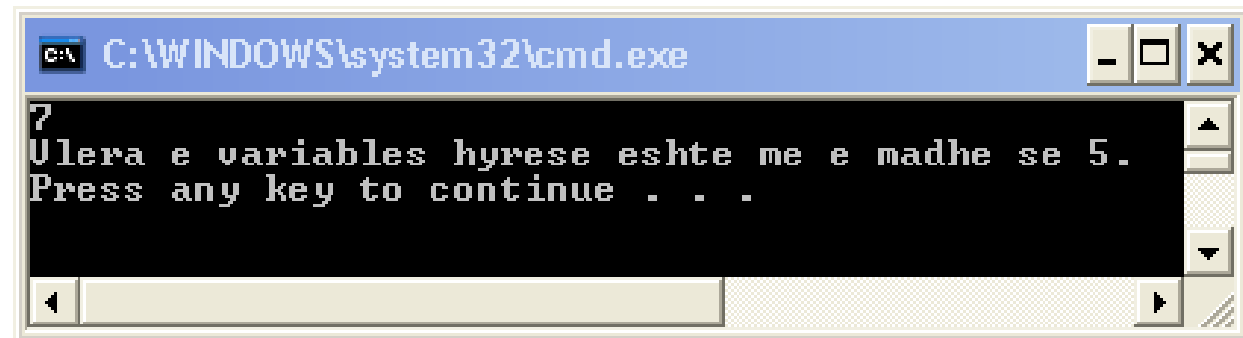
Nese variabla a eshte me e madhe se 5 atehere do te ekzekutohet rreshti i 12

int a; ————— Deklarimi i variables a

cin >> a; ————— Inicializimi i variables a

if(a > 5)

cout << "Vlera e variables hyrese eshte me e madhe se 5.\n";

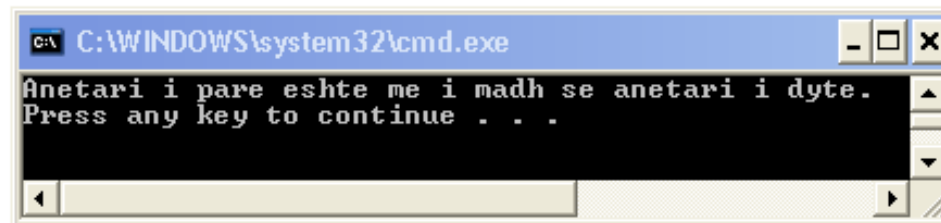


```
C:\WINDOWS\system32\cmd.exe
?
Vlera e variables hyrese eshte me e madhe se 5.
Press any key to continue . . .
```

# KOMANDA PËR DEGËZIM IF

```
1 #include <iostream>
2 #include <iomanip>
3 using namespace std;
4
5 int main()
6 {
7
8     int A[3] = {3, 2};
9
10    if(A[0] > A[1])
11    cout << "Anetari i pare eshte me i madh se anetari i dyte.\n";
12
13    return 0;
14 }
```

Krahasimi i anetareve te vektorit A permes komandes if.  
Nese anetari i pare eshte me i madh se anetari i dyte  
atehere do te ekzekutohet rreshti i 11



```
C:\WINDOWS\system32\cmd.exe
Anetari i pare eshte me i madh se anetari i dyte.
Press any key to continue . . .
```

# KOMANDA PËR DEGËZIM IF - ELSE

```
1 #include <iostream>
2 #include <iomanip>
3 using namespace std;
4
5 int main()
6 {
7
8     int x, y;
9
10    cout << "x = ";
11    cin >> x;
12    cout << "y = ";
13    cin >> y;
14
15    if(x == y)
16        cout << "x barazi me y\n";
17    else
18        cout << "x nuk eshte barazi me y\n";
19
20    return 0;
21 }
```

A screenshot of a Windows command prompt window titled "C:\WINDOWS\system32\cmd.exe". The window shows the output of a C++ program: "x = 2", "y = 2", "x barazi me y", and "Press any key to continue . . .". The cursor is positioned at the end of the last line.

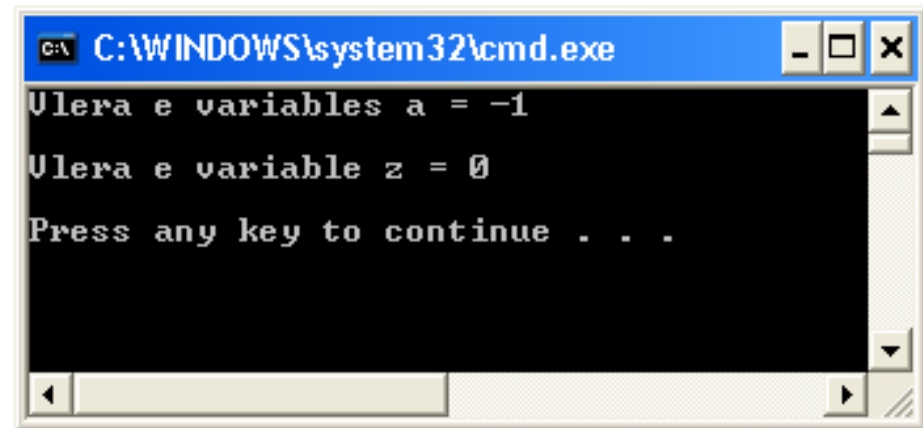
Deklarimi dhe inicializimi i variablave.

Nese variable x eshte barazi me y atehere do te ekzekutohet rreshti 16

Nese variable x nuk eshte barazi me y atehere do te ekzekutohet rreshti i 18

# KOMANDA PËR DEGËZIM IF - ELSE

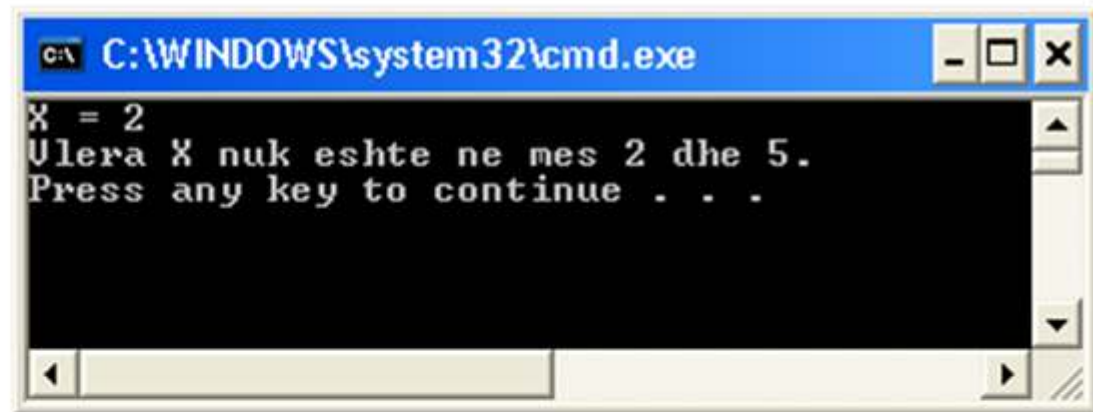
```
1 #include <iostream>
2 #include <iomanip>
3 using namespace std;
4
5 int main()
6 {
7
8     int a, z;
9
10    cout << "Vlera e variables a = ";
11    cin >> a;
12
13    if(a > 0)
14        z = a;
15    else
16        z = a + 1;
17
18    cout << "\nVlera e variable z = "
19         << z
20         << "\n\n";
21
22    return 0;
23 }
```



```
C:\WINDOWS\system32\cmd.exe
Vlera e variables a = -1
Vlera e variable z = 0
Press any key to continue . . .
```

# KOMANDA PËR DEGËZIM IF - ELSE

```
1 #include <iostream>
2 #include <iomanip>
3 using namespace std;
4
5 int main()
6 {
7
8     int x;
9
10    cout << "X = ";
11    cin >> x;
12
13    if((x>2) && (x < 5))
14        cout << "Vlera e X eshte mes numrave 2 dhe 5.\n";
15    else
16        cout << "Vlera X nuk eshte ne mes 2 dhe 5.\n";
17
18
19    return 0;
20 }
```



```
C:\WINDOWS\system32\cmd.exe
X = 2
Vlera X nuk eshte ne mes 2 dhe 5.
Press any key to continue . . .
```

Opratori AND

# KOMANDA PËR DEGËZIM IF - ELSE IF

```
1 #include <iostream>
2 #include <iomanip>
3 using namespace std;
4
5 int main()
6 {
7
8     int x, y;
9
10    cout << "x = ";
11    cin >> x;
12    cout << "y = ";
13    cin >> y;
14
15    if(x > y)
16        cout << "x eshte me i madh se y\n";
17    else if(x == y)
18        cout << "x eshte barazi me y\n";
19    else
20        cout << "x eshte me i vogel se y\n";
21
22    return 0;
23 }
```

Deklarimi dhe inicializimi i variablave.

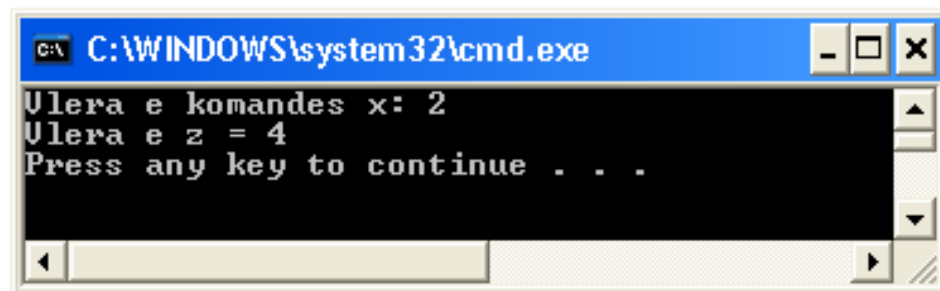
Nese plotesohet kushti 'x > y' atehere ekzekutohet rreshti 16

Nese plotesohet kushti 'x == y' atehere ekzekutohet rreshti 18

Nese nuk plotesohen kushtet 'x > y' dhe 'x == y' atehere ekzekutohet rreshti 20

# KOMANDA PËR DEGËZIM IF - ELSE IF

```
1 #include <iostream>
2 #include <iomanip>
3
4 using namespace std;
5
6 int main()
7 {
8
9     int x, z;
10
11     cout << "Vlera e komandes x: ";
12     cin >> x;
13
14     if(x > 0)
15     {
16         z = x + 2;
17         cout << "Vlera e z = "
18             << z
19             << endl;
20     }
21
22     return 0;
23 }
```

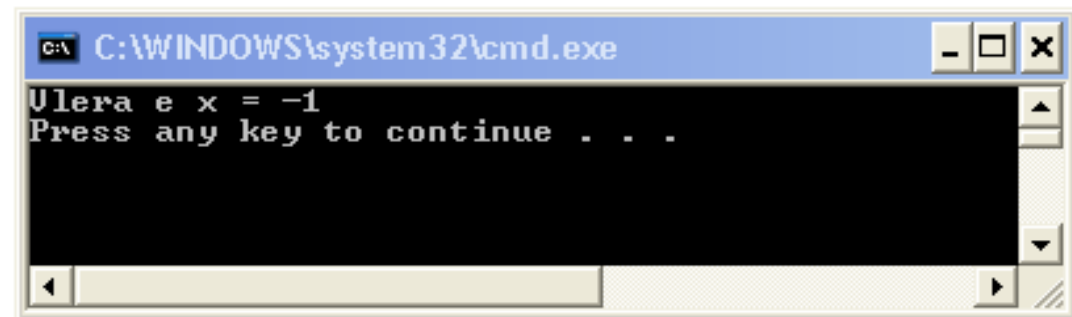


Nese variabla x eshte pozitive atehere pjesa e kodit mes kllapave do te ekzekutohet.



# KOMANDA goto

```
1 #include <iostream>
2 #include <iomanip>
3
4 using namespace std;
5
6 int main()
7 {
8
9     int x, z;
10
11     cout << "Vlera e x = ";
12     cin >> x;
13
14     if(x < 0)
15         goto Fundi;
16
17     z = x + 1;
18     cout << "Vlera e z = " << z << endl;
19
20
21     Fundi :
22
23     return 0;
24 }
```



```
C:\WINDOWS\system32\cmd.exe
Vlera e x = -1
Press any key to continue . . .
```

z = x + 1;  
cout << "Vlera e z = " << z << endl;

Nese vlera e variables x eshte negative atehere z nuk kalkulohet

# PPËRSËRITJA E PROGRAMIT PËRMES KOMANDËS goto

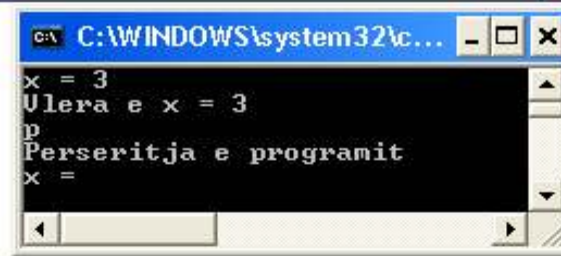
```
4
5 int main()
6 {
7
8     int x, y;
9
10
11     Fillimi:
12     cout << "X = ";
13     cin >> x;
14     cout << "Y = ";
15     cin >> y;
16
17     if(x == y)
18         cout << "x barazi me y\n";
19     else
20         cout << "x nuk eshte barazi me y\n";
21
22     cout << endl;
23     goto Fillimi;
24
25
26     return 0;
27 }
```



```
C:\WINDOWS\system32\cmd.exe
X = 2
Y = 1
x nuk eshte barazi me y
X =
```

# PËRSËRITJA E PROGRAMIT PËRMES KOMANDËS goto

```
1 #include <iostream>
2 #include <iomanip>
3 using namespace std;
4
5 int main()
6 {
7     int x;
8     char a;
9
10    Fillimi:
11
12    cout << "x = ";
13    cin >> x;
14
15    cout << "Vlera e x = " << x << endl;
16
17    cin >> a;
18
19    if(a == 'p')
20    {
21        cout << "Perseritja e programit\n";
22        goto Fillimi;
23    }
24
25    return 0;
26 }
```

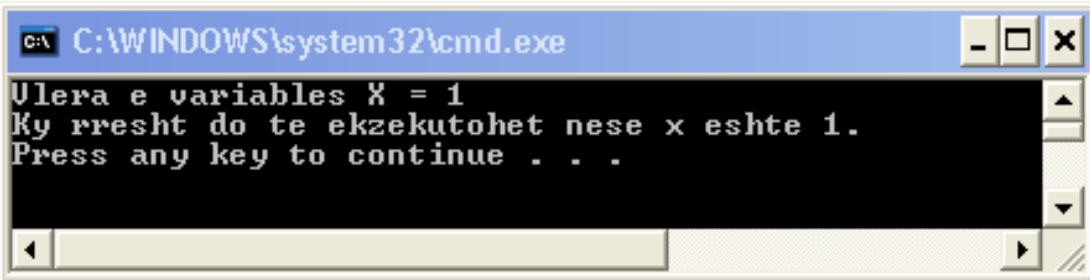


```
C:\WINDOWS\system32\c...
x = 3
Vlera e x = 3
p
Perseritja e programit
x =
```

Nese karakteri a jepet si p atehere perseritet programi.

# DEGËZIMI ME KOMENDËN switch

```
1 #include <iostream>
2 #include <iomanip>
3
4 using namespace std;
5
6 int main()
7 {
8
9     int x;
10
11     cout << "Vlera e variables X = ";
12     cin >> x;
13
14     switch(x){
15     case 1:
16         cout << "Ky rresht do te ekzekutohet nese x eshte 1.\n";
17         break;
18     }
19
20
21
22     return 0;
23 }
```

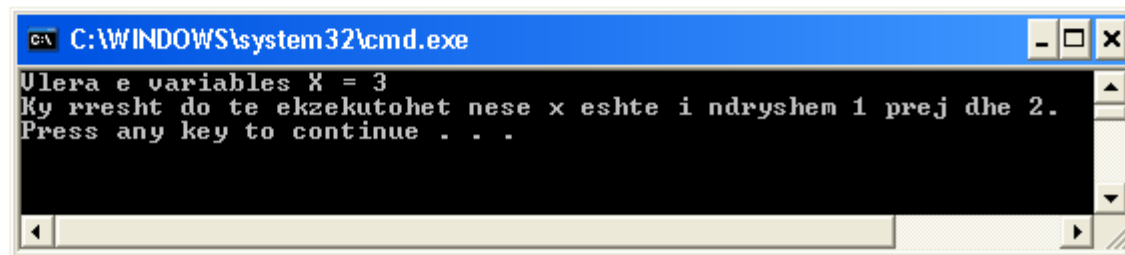


The screenshot shows a Windows command prompt window titled "C:\WINDOWS\system32\cmd.exe". The output of the program is displayed as follows:

```
Ulera e variables X = 1
Ky rresht do te ekzekutohet nese x eshte 1.
Press any key to continue . . .
```

# DEGËZIMI ME KOMENDËN switch

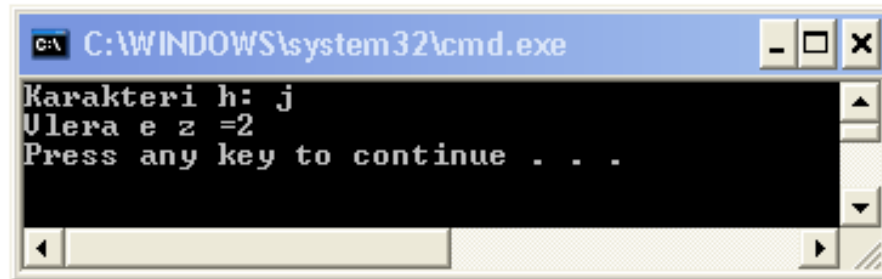
```
1 #include <iostream>
2 #include <iomanip>
3
4 using namespace std;
5
6 int main()
7 {
8
9     int x;
10
11     cout << "Vlera e variables X = ";
12     cin >> x;
13
14     switch(x){
15     case 1:
16         cout << "Ky rresht do te ekzekutohet nese x eshte 1.\n";
17         break;
18     case 2:
19         cout << "Ky rresht do te ekzekutohet nese x eshte 2\n";
20         break;
21     default:
22         cout << "Ky rresht do te ekzekutohet nese x eshte i ndryshem prej 1 dhe 2.\n";
23     }
24
25
26
27     return 0;
28 }
```



```
C:\WINDOWS\system32\cmd.exe
Vlera e variables X = 3
Ky rresht do te ekzekutohet nese x eshte i ndryshem 1 prej dhe 2.
Press any key to continue . . .
```

# DEGËZIMI ME KOMENDËN switch

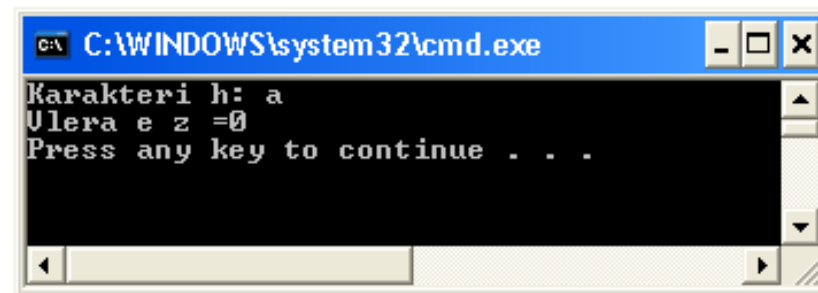
```
1 #include <iostream>
2 #include <iomanip>
3
4 using namespace std;
5
6 int main()
7 {
8
9     char h;
10    int z;
11
12    cout << "Karakteri h: ";
13    cin >> h;
14
15    switch(h)
16    {
17    case 'p': z = 1; break;
18    case 'j': z = 2; break;
19    }
20
21    cout << "Vlera e z =" << z << endl;
22
23    return 0;
24 }
```



```
C:\WINDOWS\system32\cmd.exe
Karakteri h: j
Vlera e z =2
Press any key to continue . . .
```

# DEGËZIMI ME KOMENDËN switch

```
1 #include <iostream>
2 #include <iomanip>
3
4 using namespace std;
5
6 int main()
7 {
8
9     char h;
10    int z;
11
12    cout << "Karakteri h: ";
13    cin >> h;
14
15    switch(h)
16    {
17    case 'p': z = 1; break;
18    case 'j': z = 2; break;
19    default: z = 0;
20    }
21
22    cout << "Vlera e z =" << z << endl;
23
24    return 0;
25 }
```



```
C:\WINDOWS\system32\cmd.exe
Karakteri h: a
Vlera e z =0
Press any key to continue . . .
```

NESE VLERA E KARAKTERIT h NUK  
JEPET SI p OSE j ATEHERE z=0.

# FALEMNDERIT

**Pyetje?**