Figure 7.1 Two new statements: *if* and *break*.

We'll illustrate with an example that inputs integers from the keyboard and accumulates the positive ones in a running sum.

```
BufferedReader keyb = new BufferedReader(new InputStreamReader(System.in));

int sum = 0;
int count = 0;
while ( true ) {      // an infinite loop
    int i = Integer.parseInt(keyb.readLine());
        // a new "i" is created here at each loop cycle

    if (i > 0) {
        sum += i;
        count++;
    }
    else if (i < 0) {
        break;      // not an infinite loop after all
        System.out.println("Will this ever be printed?");      // no, it won't
    }
    else
        System.out.println("zero input ignored");
}     // "i" is destroyed here at each loop cycle
```

So, we see that

1. **if** statements are of the form

    if (*condition* **)**
    { … *statements* **… }**
    else if (*condition* **)**
    { … *statements* **… }**
    … …
    else // *when no other clause is satisfied*
    { … *statements* **… }**

2. **break** causes the computer to go *immediately* to the statement following the loop