Practising if and switch

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# Practicing if and switch

This exercise will ask you to write a rather abstract program that performs simple manipulations on a few variables. Create a new project and do the following in Main. Initialize a string variable named “day,” an int variable named “myVar,” a char variable named “initial,” and a Boolean variable named “flag.” Set and change the value of these variables to make good tests as you progress through this problem. You can also display them on the screen to help you in making sure that your statements behave as they are supposed to.

## From switch to if-else

1. Write a switch statement that sets flag to true if the value of day is "Mon.", "Tue.", "Wed.", "Thu." or "Fri.", and to false otherwise.
2. Rewrite the previous statement as an if-else statement.

## From if-else to switch

1. Write a if-else statement that doubles the value of myVar if myVar is 3, 5 or 7.
2. Can you rewrite the previous statement as a switch statement? If so, do it. If not, explain why not.

## Deciding Between Condition Types

1. Write a statement that doubles the value of myVar and sets initial to 'M' if day is equal to "Sat". What is the appropriate kind of statement to do this?
2. Write a statement that displays “Hello” on the screen if the value of initial is 'E' or 'e', “Bonjour” if the value of initial is 'F' or 'f', “Guten Tag” if the value of inital is 'D' or 'd'. What is the appropriate kind of statement to do this?

## Complex Conditions

1. Write a statement that doubles the value of myVar if day is "Sun.", triples the value of myVar if day is not "Sun." and initial is 'a', and sets myVar to 0 otherwise.
2. Write a statement that sets myVar to 0 if initial is an upper-case letter, and to 1 otherwise. You will need to understand how to use the IsUpper method (<https://docs.microsoft.com/en-us/dotnet/api/system.char.isupper?view=net-5.0>).