**Random**

Randomize;

Igetal := Random(20) + 1 (gee random getalle van 1 tot 20)

**If.... then.....**

If iTel = 10 then

Begin

Lblafvoer.caption := ‘Jy is mooi’;

Shape1.brush.color := clred;

End;

**If.... then..... else.....**

If iTel = 10 then

Begin

Lblafvoer.caption := ‘Jy is mooi’;

Shape1.brush.color := clred;

End (geen kommapunt)

else

Begin

Lblafvoer.caption := ‘Jy is rooi’;

Shape1.brush.color := clblue;

End;

**Case**

Case iTel of

1 : lblafvooer.caption := ‘Een’;

2 : lblafvooer.caption := ‘Twee’;

3 : lblafvooer.caption := ‘Drie’;

4 : lblafvooer.caption := ‘Vier’;

5 : lblafvooer.caption := ‘vyf’ (geen kommapunt)

else lblafvooer.caption := ‘Zero’;

end;