Module 7
Selection

Lecture
Selection: Switch Statements

Module 7 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
3: Apply	1	Basic Selection	Develop a console application that uses if and/or switch statements to control program behavior	Basic Programming Concepts
3: Apply	2	Collision Detection and Resolution	Develop an XNA game that uses selection for collision detection and resolution	Basic XNA Concepts, Basic Programming Concepts

Last time, we talked about how we can use the various forms of the if statement to make decisions in our programs

This time, we'll look at how we can use another statement – the switch statement – to make decisions

In-Lecture Quiz

Another statement we'll use to perform selection in our C# code is the

- A: else statement
- B: switch statement
- C: witch statement
- D: warlock statement

Start IDE and open Console App project

Read in a y or n from the user and print a message if they say y (using a switch statement)

Add clause for a n message

Add default clause

- Recap
  - We discussed how to use the switch statement to select what our program does
- Next Time
  - We'll discuss various applications of the selection construct in our games