Module 7
Selection

Lecture
Selection: If 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

In this module, we're going to look at how our program can make decisions about what code to execute

- What kind of decisions might we make?
  - Movement direction based on user input
  - Collision detection and resolution
  - Whether or not player performance earned them loot
  - Which menu to go to
  - Lots more!

In-Lecture Quiz

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

- A: while statement
- B: assignment statement
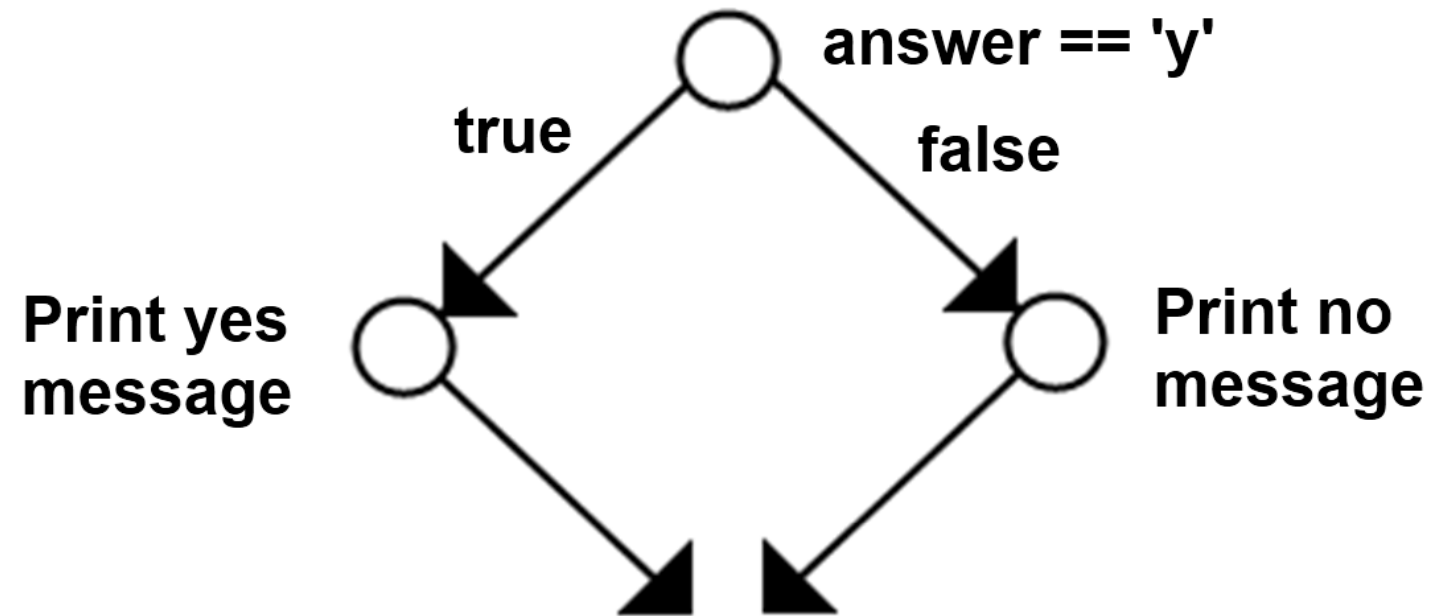- C: if statement
- D: sworn statement
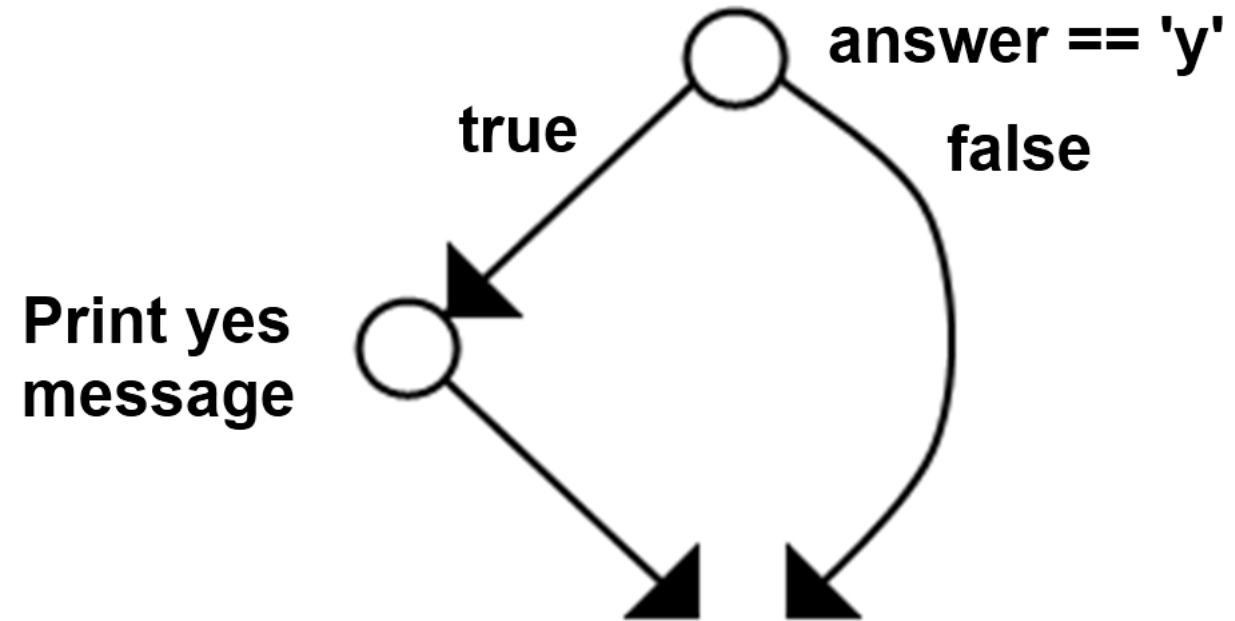
In-Lecture Quiz

The branches in our selection statements represent

- A: famous sports stars
- B: large twigs
- C: paths of code execution
- D: Ents

In-Lecture Quiz

A Boolean expression

- A: is like a joke, but not funny
- B: is like "Hey, baby (or dude), I'm a level 80 Mage. Wanna go out – yes or no?"
- C: evaluates to -3 or 7
- D: evaluates to true or false

- Recap
  - We discussed various ways we can use different if statement variants to select what our program does
- Next Time
  - We'll look at another statement was can use to make decisions