

Course 2 Exercise 2: If and Switch Statements

Although this exercise isn't worth any points, it gives you valuable programming experience. You're almost definitely going to have to complete the exercises to succeed in the course.

Getting Started - Clone your repository

1. Accept the assignment to create your repository for submitting your work:
 - Gallant AM: <https://classroom.github.com/a/jYC2IA7G>
 - Gallant PM: <https://classroom.github.com/a/cWMjApDI>
 - Nunn AM: <https://classroom.github.com/a/VHIXQtD4>
 - Nunn PM: <https://classroom.github.com/a/xxnBLI8v>
 - Wijaya AM: https://classroom.github.com/a/Orv_r3d8
 - Wijaya PM: <https://classroom.github.com/a/sLNeaMio>
2. In GitHub Desktop, clone the repository to your desktop.

Problem 1 - Create and use a menu using an if statement

1. Start up Visual Studio and create a new Console Application project named **Exercise2**. Save the project in your new repository folder on your computer.
2. Create a menu of choices for your user. It should look like the following:

```
*****
Menu:
1 - New Game
2 - Load Game
3 - Options
4 - Quit
*****
```

3. You should then prompt for and read in the user's choice as an integer. Your application should print an appropriate response confirming their choice, such as:

```
Loading game ...
```

4. To summarize, your application should:
 - a. Display the menu
 - b. Prompt for and read in the user's choice.
 - c. Store the choice in an appropriate variable.
 - d. **Using an if statement**, determine which menu option the user selected, printing an appropriate message for the option selected.
 - e. If the user enters something other than a menu option, print an appropriate message.

5. Test your code and make any necessary fixes until it works correctly.
6. In GitHub Desktop, commit your code with the message: "Completed problem 1".

Problem 2 - Use a switch statement

1. **Using a switch statement**, determine which menu option the user selected, printing an appropriate message for the option selected.
2. If the user enters something other than a menu option, print an appropriate message.
3. Put your switch statement directly below the if statement in the code so that your response to the user looks like it's repeated.
4. Test your code and make any necessary fixes until it works correctly.
5. In GitHub Desktop, commit your code with the message: "Completed problem 2".

Submit your work

1. Push your changes to the remote.
 - a. By committing and pushing your updates to GitHub you have submitted your assignment on GitHub Classroom.
2. Return to CodeHS and respond to the prompt to complete this assignment