@for(var i = 10; i < 21; i++)

{

<p>Line @i</p>

}

@foreach (var x in Request.ServerVariables)

{<li>@x</li>}

@{

var i = 0;

while (i < 5)

&nbsp;&nbsp;&nbsp;

{

&nbsp;&nbsp;&nbsp; i += 1;

&nbsp;&nbsp;&nbsp; <p>Line @i</p>

&nbsp;&nbsp;&nbsp;

}

}

string[] members = {&quot;Jani&quot;, &quot;Hege&quot;, &quot;Kai&quot;, &quot;Jim&quot;};

int i = Array.IndexOf(members, &quot;Kai&quot;)+1;

@if (price>30)

&nbsp; {

&nbsp; <p>The

price is too high.</p>

&nbsp; }

@{

var message=&quot;&quot;;

var weekday=DateTime.Now.DayOfWeek;

var day=weekday.ToString()

}

@switch(day)

{

case &quot;Monday&quot;:

&nbsp;&nbsp;&nbsp;

message=&quot;This is the first weekday.&quot;;

&nbsp;&nbsp;&nbsp; break;

case

&quot;Thursday&quot;:

&nbsp;&nbsp;&nbsp; message=&quot;Only one day before weekend.&quot;;

&nbsp;&nbsp;&nbsp;

break;

case &quot;Friday&quot;:

&nbsp;&nbsp;&nbsp; message=&quot;Tomorrow is weekend!&quot;;

&nbsp;&nbsp;&nbsp;

break;

default:

&nbsp;&nbsp;&nbsp; message=&quot;Today is &quot; + day;

&nbsp;&nbsp;&nbsp;

break;

}