表4.1 控制流语句

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| **语句** | **常规语法结构** | **示例** |
| if语句 | **if** (*boolean-expression*)  *embedded-statement* | **if** (input == "quit")  {  Console.WriteLine("游戏结束");  **return**;  } |
|
| if语句 | **if** (*boolean-expression*)  *embedded-statement*  **else**  *embedded-statement* | **if** (input == "quit")  {  System.Console.WriteLine("游戏结束");  **return;**  }  **else**  GetNextMove(); |
| while语句 | **while** (*boolean-expression*)  *embedded-statement* | **while**(count < total)  {  System.Console.WriteLine($"count = {count}");  count++;  } |
| do while语句 | **do**  *embedded-statement*  **while** (*boolean-expression*) ; | **do**  {  Console.WriteLine("输入名字:");  input = System.Console.ReadLine();  }  **while**(input != "exit"); |
| for语句 | **for** (*for-initializer;*  *boolean-expression;*  for-iterator)  *embedded-statement* | **for** (**int** count = 1; count <= 10; count++)  {  Console.WriteLine($"count = {count}");  } |
| foreach语句 | **foreach** (*type identifier* **in**  *expression*)  *embedded-statement* | **foreach** (**char** letter **in** email)  {  **if**(!insideDomain)  {  **if** (letter == '@')  {  insideDomain = **true**;  }  **continue;**  }  Console.Write(letter);  } |
| continue语句 | **continue;** |
| switch语句 | **switch**(*governing-type-*  *expression*)  {  ...  **case** *const-expression*:  *statement-list*  *jump-statement*  **default:**  *statement-list*  *jump-statement*  } | **switch**(input)  {  **case** "exit":  **case** "quit":  Console.WriteLine("退出程序....");  **break;**  **case** "restart":  Reset();  **goto case** "start";  **case** "start":  GetMove();  break;  **default**:  System.Console.WriteLine(input);  **break**;  } |
| break语句 | **break;** |
| goto语句 | **goto** *identifier*; |
| **goto case** *const-expression*; |
| **goto default**; |