

Workshop on

C# Programming: Learn to Build

Date :

Day 1 - 26, October 2018

Day 2 - 2, November 2018

Day 3 - 9, November 2018



Sponsored by:



Young Engineers Society

Organized by :

East West University
Computer Programming Club

C#

Day 2

Lecture6: Decision Making

Decision Making

- **if**

```
if (expression)
{
    statement;
}
```

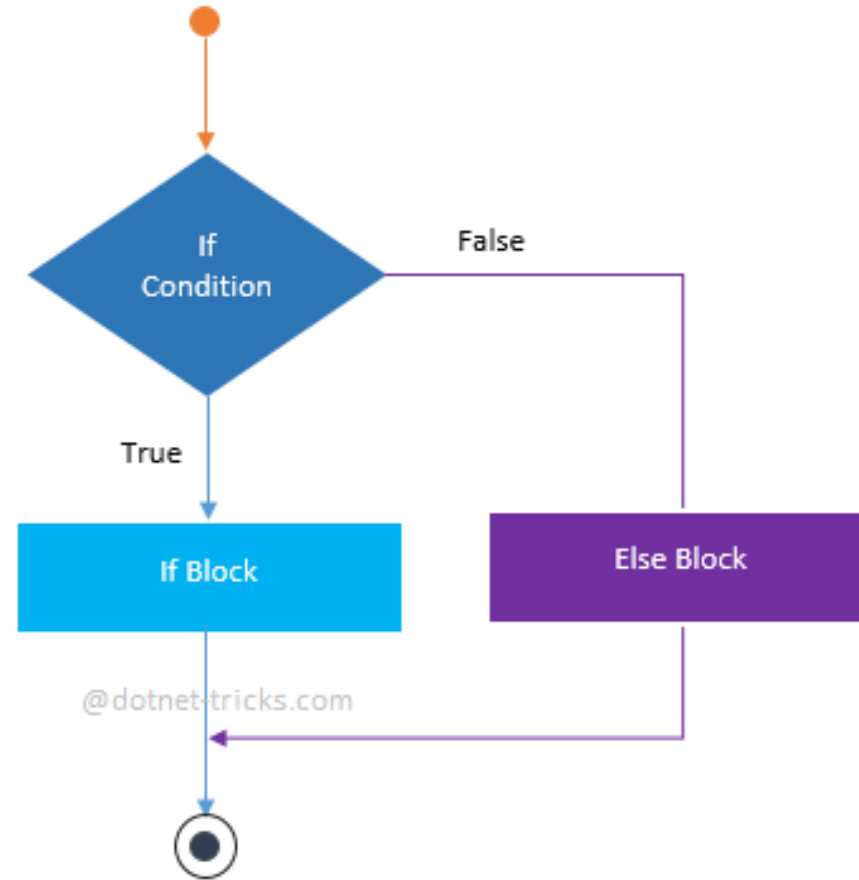
Decision Making

```
int a = 5;  
if(a>1){  
    Console.WriteLine("a is greater than 1");  
}  
Console.WriteLine("a's value is: {0}", a);  
Console.ReadLine();
```

Decision Making

- **if...else**

```
if (expression)
{
    statement;
}
else
{
    statement;
}
```



If-Else statement

Decision Making

```
int a = 5;
if(a>1){
    Console.WriteLine("a is greater than 1");
}
else{
    Console.WriteLine("a is less than 1");
}
Console.WriteLine("a's value is: {0}", a);
Console.ReadLine();
```

Decision Making

- **nested if**

```
if(expression)
{
    if(expression)
    {
        statement;
    }
}
```

Decision Making

```
int a = 1, b=1;
if(a==1){
    if(b ==1){
        Console.WriteLine("a & b are equal.");
    }
}
else{
    Console.WriteLine("a & b both are not equal.");
}
Console.WriteLine("a's value is: {0}", a);
Console.WriteLine("b's value is: {1}", b);
Console.ReadLine();
```


Decision Making

- **switch**

```
switch(expression)
{
case constant-expression:
    { statement; }
case constant-expression:
    { statement; }
default:
    { statement; }
}
```

Decision Making

```
char grade = 'B';
switch(grade){
case 'A':
{
    Console.WriteLine("Fail");
    break;
}
case 'B':
{
    Console.WriteLine("Pass");
    break;
}
default:
{
    Console.WriteLine("Invalid!");
    break;
}
}
Console.WriteLine("Your grade is: ",grade );
Console.ReadLine();
```

This slide is provided as a course material in the workshop named
“Workshop on C# Programming: Learn to Build”.

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