

How to code control structures

Relational operators

Operator	Name
==	Equality
!=	Inequality
>	Greater than
<	Less than
>=	Greater than or equal
<=	Less than or equal

Examples that use relational operators

```
firstName == "Frank"           // equal to a string literal
txtYears.Text == ""           // equal to an empty string
message == null                // equal to a null value
discountPercent == 2.3        // equal to a numeric literal
isValid == false               // equal to the false value
code == productCode           // equal to another variable

lastName != "Jones"           // not equal to a string literal

years > 0                      // greater than a numeric literal
i < months                     // less than a variable

subtotal >= 500                // greater than or equal to a literal
value
quantity <= reorderPoint      // less than or equal to a variable
```

Logical operators

Operator	Name	Description
&&	Conditional-And	Returns a true value if both expressions are true. Only evaluates the second expression if necessary.
	Conditional-Or	Returns a true value if either expression is true. Only evaluates the second expression if necessary.
&	And	Returns a true value if both expressions are true. Always evaluates both expressions.
	Or	Returns a true value if either expression is true. Always evaluates both expressions.
!	Not	Reverses the value of the expression.

Examples that use logical operators

```
subtotal >= 250 && subtotal < 500  
timeInService <= 4 || timeInService >= 12
```

```
isValid == true & counter++ < years  
isValid == true | counter++ < years
```

```
date > startDate && date < expirationDate || isValid == true  
((thisYTD > lastYTD) || empType=="Part time") &&  
    startYear < currentYear
```

```
!(counter++ >= years)
```

The syntax of the if-else statement

```
if (booleanExpression) { statements }  
[else if (booleanExpression) { statements }] ...  
[else { statements }]
```

If statements without else if or else clauses

With a single statement

```
if (subtotal >= 100)  
    discountPercent = .2m;
```

With a block of statements

```
if (subtotal >= 100)  
{  
    discountPercent = .2m;  
    status = "Bulk rate";  
}
```

An if statement with an else clause

```
if (subtotal >= 100)
    discountPercent = .2m;
else
    discountPercent = .1m;
```

An if statement with else if and else clauses

```
if (subtotal >= 100 && subtotal < 200)
    discountPercent = .2m;
else if (subtotal >= 200 && subtotal < 300)
    discountPercent = .3m;
else if (subtotal >= 300)
    discountPercent = .4m;
else
    discountPercent = .1m;
```

Nested if statements

```
if (customerType == "R")
{
    if (subtotal >= 100)           // begin nested if
        discountPercent = .2m;
    else
        discountPercent = .1m;    // end nested if
}
else // customerType isn't "R"
    discountPercent = .4m;
```


The syntax of the switch statement

```
switch (switchExpression)
{
    case constantExpression:
        statements
        break;
    [case constantExpression:
        statements
        break;] ...
    [default:
        statements
        break;]
}
```

A switch statement with a default label

```
switch (customerType)
{
    case "R":
        discountPercent = .1m;
        break;
    case "C":
        discountPercent = .2m;
        break;
    default:
        discountPercent = .0m;
        break;
}
```

A switch statement that falls through the first case label

```
switch (customerType)
{
    case "R":
    case "C":
        discountPercent = .2m;
        break;
    case "T":
        discountPercent = .4m;
        break;
}
```

The syntax of the while statement

```
while (booleanExpression)
{
    statements
}
```

A while loop that adds the numbers 1 through 4

```
int i = 1, sum = 0;
while (i < 5)
{
    sum += i;
    i++;
}
```

A while loop that calculates a future value

```
int i = 1;
while (i <= months)
{
    futureValue = (futureValue + monthlyPayment) *
        (1 + monthlyInterestRate);
    i++;
}
```

The syntax of the do-while statement

```
do
{
    statements
}
while (booleanExpression);
```

A do-while loop that calculates a future value

```
int i = 1;
do
{
    futureValue = (futureValue + monthlyPayment) *
        (1 + monthlyInterestRate);
    i++;
}
while (i <= months);
```

The syntax of the for statement

```
for (initializationExpression; booleanExpression;
    incrementExpression)
{
    statements
}
```

A for loop that stores the numbers 0 through 4 in a string

With a single statement

```
string numbers = null;
for (int i = 0; i < 5; i++)
    numbers += i + " ";
```

With a block of statements

```
string numbers = null;
for (int i = 0; i < 5; i++)
{
    numbers += i;
    numbers += " ";
}
```

A for loop that adds the numbers 8, 6, 4, and 2


```
int sum = 0;
for (int j = 8; j > 0; j-=2)
{
    sum += j;
}
```

A for loop that calculates a future value

```
for (int i = 1; i <= months; i++)
{
    futureValue = (futureValue + monthlyPayment) *
        (1 + monthlyInterestRate);
}
```

A loop with a break statement


```
string message = null;
int i = 1;
while (i <= months)
{
    futureValue = (futureValue + monthlyPayment) *
        (1 + monthlyInterestRate);
    if (futureValue > 100000)
    {
        message = "Future value is too large.";
        break;
    }
    i++;
}
```



A diagram illustrating the effect of the `break` statement. A horizontal line extends from the `break;` statement to the right, then turns 90 degrees downward, then 90 degrees left, ending in an arrowhead pointing to the closing curly brace of the `while` loop. This indicates that the loop terminates immediately when the `break` statement is executed.

A loop with a continue statement

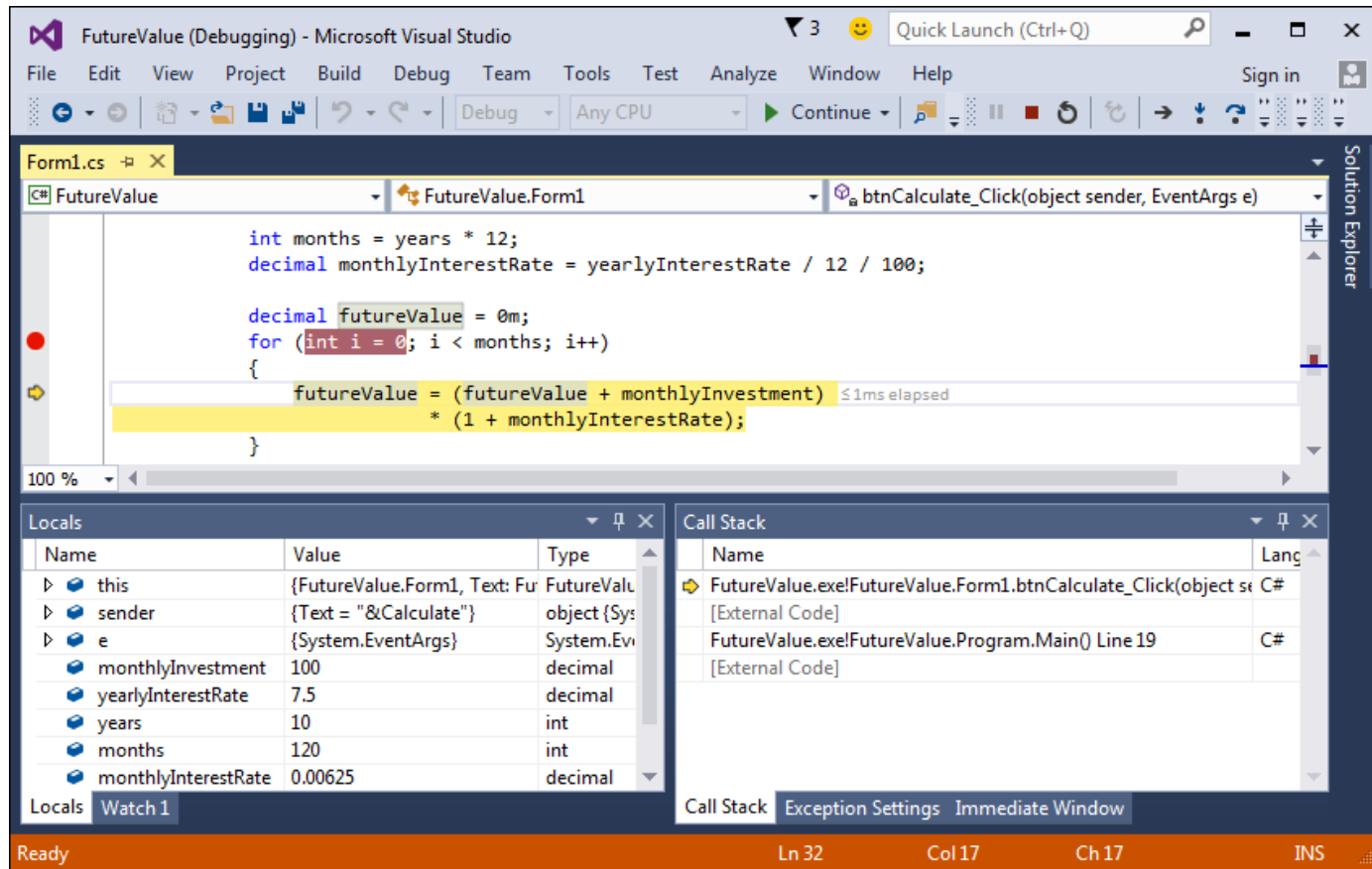
```
string numbers = null;  
for (int i = 1; i < 6; i++)  
{  
    numbers += i;  
    numbers += "\n";  
    if (i < 4)  
        continue;  
    numbers += "Big\n";  
}
```



The result of this loop

```
1  
2  
3  
4  
Big  
5  
Big
```

A for loop with a breakpoint and an execution point



How to set and clear breakpoints

- To set a breakpoint, click or tap in the *margin indicator bar* to the left of a statement. Or, press the F9 key to set a breakpoint at the cursor insertion point. Then, a red dot will mark the breakpoint.
- To remove a breakpoint, use any of the techniques for setting a breakpoint. To remove all breakpoints at once, use the Delete All Breakpoints command in the Debug menu.

How to work in break mode

- In break mode, a yellow arrowhead marks the current *execution point*, which points to the next statement that will be executed.
- To *step through* your code one statement at a time, press the F11 key or click the Step Into button on the Debug toolbar.
- To continue normal processing until the next breakpoint is reached, press the F5 key.