using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp6

{

class Program

{

static void Main(string[] args)

{

var number = 25;

//// if (number == 18)

//// {

//// Console.WriteLine("Number is 18");

//// }

//// else // eşit değilse

//// {

//// Console.WriteLine("Number is not 18");

//// }

//// // yukarıdaki if else yerine aşağıdaki gibi de yazabiliriz

//// // true : false

//// Console.WriteLine(number == 18 ? "number is 18" : "number is not 18"); // <- buna singleif ile yazma deniyor

//// if (number == 18)

//// {

//// Console.WriteLine("Number is 18");

//// }

//// else if (number == 25)

//// {

//// Console.WriteLine("Number is 25");

//// }

//// else

//// {

//// Console.WriteLine("Number is not 18 or 25");

//// }

//// switch (number) // if şeklinde yazmanın bir diğer yolu fazla kullanılmaz.

//// {

//// case 18:

//// Console.WriteLine("Number is 18");

//// break;

//// case 25:

//// Console.WriteLine("Number is 25");

//// break;

//// default:

//// break;

//// }

//// if (number >= 0 && number <= 100)

//// {

//// Console.WriteLine("Number is between 0-100");

////}

//// else if (number > 100 && number <= 200)

//// {

//// Console.WriteLine("Number is between 101-200");

////}

//// else if (number < 0 || number > 200)

//// {

//// Console.WriteLine("Number is less than 0 or greater than 200"); //less than = küçüktür greater than = büyüktür

////}

if (number < 100)

{

if (number >= 0)

{

Console.WriteLine("Number is between 0-100");

}

else

{

Console.WriteLine("Number is less than 0 or greater than 100");

}

}

Console.ReadLine();

}

}

}