

# [0370] Decision Statements

## The if/else Statement

Pretty straightforward:

```
if (launchTimer == 0)
{
    launchRocket();
}
```

Slightly more complex:

```
if (launchTimer == 0)
{
    launchRocket();
}
else
{
    continueCountdown();
}
```

Even more complex:

```
if (launchTimer == 0)
{
    launchRocket();
}
else if (launchTimer < 10)
{
    coverEars();
}
else if (launchTimer < 20)
{
    seekShelter();
}
```

**BUT BE CAREFUL!** The more "levels" of nested If statements you have, the more likely you'll have a bug. (More on this later.)

Whenever possible, use a switch statement instead of a nested if/else.

## The switch Statement

Used to do different operations depending on the state of a control variable.

```
switch (zipCode)
{
    case 98052:
        Console.WriteLine("Redmond rocks!");
        break;
    case 98033:
    case 98034:
        Console.WriteLine("Kirkland kicks!");
        break;
    case 90210:
        Console.WriteLine("Beverly Hills!");
        break;
    default:
        Console.WriteLine("You mean nothing to me.");
        break;
}
```

**Note: You cannot "fall through" from one case statement to another if you have any code inside your case.** Instead, you must add "goto case 90210" (or whatever) to the bottom of your case. This is required to prevent a common, insidious kind of bug that happens when people muck with your switch statement later.