If statement homework

If statements are probably one of the most used condition statements in coding. They are Great! That said here are my examples and I will put some of the code I previously wrote last year as proof of concept so that way I don’t type you another novel.

This example code will check to see if the value in variable I is less than the value in variable f. if it is it will set the string variable s to “hello world” and return that to the system, if i is greater than f the bool variable b will be set to false and that will be returned to the system.

1. if (int i < float f)

{

String s = “hello world”;

return s;

}

Else

{

Bool b= false;

return b;

}

2.- this is a bool if statement, the != means is not equal to, this will check to see if the value in a is the same as the value in b and if it is return true to the system otherwise it will return false.

if( int a != int b)

{

return true;

}

Else

{

return false;

}

3. Below is some code (a simple text dice game that outputs the results of two random die) I wrote last year that should show proof of concept. I wrote the code on my own. It is a C# program but it does vary a little from the format that unity seems to use but the concepts are the same. You can run it if you like but the “” may need to be updated since I pasted it into word and the quotes in word are not the same as the ones in coding. Not sure if word will change them or not so if the code doesn’t work that is likely why.

// File Prologue

// Name: Brandon Miller

// Assignment: Lab 19

// Instructor: Dana Doggett

// Class: CS 1400-003

// Date: 3/10/16

// I declare that the following source code was written by me, or provided

// by the instructor for this project. I understand that copying

// source code from any other source constitutes cheating, and that I will

// receive a zero grade on this project if I am found in violation of

// this policy.

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using static System.Console;

namespace Lab\_18

{

class Program

{

static void Main(string[] args)

{

// Define a string variable to store users response in

string

response;

// Define a bool variable to check for a valid response and set it equal to false

bool

correctResponse;

// Define int variables to store random generated numbers in

int

dieOne,

dieTwo;

// Create a do while loop to allow the user to repeate the die roll

do

{

// Create a do while loop contaning an if statment to ask user if they want to play and then check if users answer is valid

do

{

// Ask user to play and store response in variable response

Write("Would you like to roll the dice (y/n)?");

response = ReadLine();

// If statement to see if users response is valid

if (response == "y" || response == "n")

{

correctResponse = true;

}

// Inform the user the response wasn't valid and ask for a y or n

else

{

WriteLine("Response not recognized. Please respone with either a 'y' or and 'n'");

correctResponse = false;

}

} while (correctResponse == false);

// If response returns true create an do while loop to allow the user to repeatedly roll the dice

if (correctResponse == true && response == "y")

{

// Use the system class Random to create two new random number object

Random

randomNum = new Random();

// Define constants for snake eyes, boxcar, max die and min die

const int

SNAKE\_EYES = 1,

BOX\_CAR = 6,

MIN\_DIE = 1,

MAX\_DIE = 7;

// Generate two random numbers using the previously created random number objects dieOne and dieTwo store results in local variables firstDie and secondDie

dieOne = randomNum.Next(MIN\_DIE, MAX\_DIE);

dieTwo = randomNum.Next(MIN\_DIE, MAX\_DIE);

// Create an if statment to check to see if the randomly generated numbers are 1 and 1

if (dieOne == SNAKE\_EYES && dieTwo == SNAKE\_EYES)

{

// If they are use write line to display the message "You rolled snake-eyes"

WriteLine("You rolled Snake Eyes!");

}

// Create an else if statment to check if the numbers are 6 and 6

else if (dieOne == BOX\_CAR && dieTwo == BOX\_CAR)

{

// If they are use writeline to display the maessage "You rolled Boxcars"

WriteLine("You rolled Boxcars!");

}

else

// Use the closing else statement to display the message "You rolled..." and write the numbers to the screen

WriteLine($"You rolled a {dieOne} and a {dieTwo}");

}

//

else if (correctResponse == true && response == "n")

{

WriteLine("Ok, Have a nice day!");

ReadKey();

}

// Put the while part of the previously created do while loop here to loop the user back to the question

} while (response == "y");

}

}

}