



ICT 5101

Lecture 3

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If-Else

- The if-else statement is used to express decisions.
- Formally the syntax is

if (expression)

statement1;

else

statement2;

If-Else

```
if (expression){  
    statement1 a;  
    statement1 b;  
}  
  
else{  
    statement2a;  
    statement2b;  
    statement2c;  
}
```

If-Else

```
if (n > 0){  
    printf("n is positive");  
}  
else{  
    printf("n is negative");  
}
```

If-Else

```
if (n > 0){  
    if ( x > 0)  
        y = x * n;  
    else  
        y = x + n;  
}
```

If-Else-If

```
if (expression){  
    statement1 a;  
    statement1 b;  
}  
else if (expression){  
    statement2a;  
}  
else {  
    statement2a;  
}
```

If-Else-If

```
if (age <= 2){  
    ticket = 0;  
}  
else if (age > 2 && age <= 12){  
    ticket = 100;  
}  
else if (age > 12 && age <= 65){  
    ticket = 500;  
}  
else {  
    ticket = 250;  
}
```

Switch

- The switch statement is a multi-way decision that tests whether an expression matches one of a number of *constant integer values*, and branches accordingly.

```
switch (expression) {  
    case const-expr: statements  
    case const-expr: statements  
    default: statements  
}
```


Switch

```
switch (age) {  
    case 1:  
    case 2:  
        ticket = 100;  
        break;  
    case 66:  
        ticket = 250;  
        break;  
    default: ticket = 500  
}
```

Assignment

- Write a program named assignment1.c
- The program should take an Integer as input from keyboard
- The program should output whether the number is ODD or EVEN,
- Example:
 - input = 1020
 - Out = “The number 1020 is an EVEN number”