#include<iostream>

Using namespace std;

Int main(){

// cout<<”This is tutorial 9”;

Int age;

Cout<< “Tell me your age”<<endl;

Cin>>age;

// 1. Selection control structure: If else-if else ladder

// if((age<18) && (age>0)){

// cout<<”You can not come to my party”<<endl;

// }

// else if(age==18){

// cout<<”You are a kid and you will get a kid pass to the party”<<endl;

// }

// else if(age<1){

// cout<<”You are not yet born”<<endl;

// }

// else{

// cout<<”You can come to the party”<<endl;

// }

// 2. Selection control structure: Switch Case statements

Switch (age)

{

Case 18:

Cout<<”You are 18”<<endl;

Break;

Case 22:

Cout<<”You are 22”<<endl;

Break;

Case 2:

Cout<<”You are 2”<<endl;

Break;

Default:

Cout<<”No special cases”<<endl;

Break;

}

Cout<<”Done with switch case”;

Return 0;

}