```
using System;

namespace Q3
{
    class Program
    {
        static void Main(string[] args)
        {
            int number = 50;
            if (number == 50)
            {
                Console.WriteLine("Number is 50");
            }
        }
    }
}
```

```
using System;

namespace Q3
{
    class Program
    {
        static void Main(string[] args)
        {
            int number = 60;
            if (number>=50 & number<=100)
            {
                Console.WriteLine("The number is more than or equal to 50 and
less than or euqal to 100");
            }
        }
    }
}
```

```
using System;

namespace Q3
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Enter your score: ");
            double score = Convert.ToInt32(Console.ReadLine());
            if (score>40)
            {
                Console.WriteLine("You passed the exam!");
            }
            else if(score <40)
            {
                Console.WriteLine("You failed the exam!");
            }
            Console.ReadLine();
        }
    }
}
```

```
using System;

namespace Q3
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Enter a number (as an integer): ");
            int number = Convert.ToInt32(Console.ReadLine());
            switch (number)
            {
                case 1: Console.WriteLine("The number 1");break;
                case 2: Console.WriteLine("The number 2");break;
                default: Console.WriteLine("The number is not 1 or 2"); break;
            }
        }
    }
}
```

```
using System;

namespace Q3
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Enter a number(As an integer) : ");
            int n = Convert.ToInt32(Console.ReadLine());
            switch (n)
            {
                case 1: Console.WriteLine("A");break;
                case 2: Console.WriteLine("B");break;
                default: Console.WriteLine("C"); break;
            }
        }
    }
}
```

Q4

```
int height = 13;
if ( height <= 12 )
{
Console.WriteLine("Low bridge: ");
Console.WriteLine ("proceed with caution.");

}
```

Where it causes an error, the if statement should be enclosed in curly brackets.

OutPut: There is no output because the given thirteen is larger than the 12 in the if statement condition, so the condition is not met and will not be executed

```
int sum = 21;
if ( sum != 20 )
{
Console.WriteLine ("You win ");
}
Else
{
Console.WriteLine ("You lose ");
Console.WriteLine ("the prize.");

}
```

Where it causes an error, the if statement should be enclosed in curly brackets.
Output: There is no output because them don't have brackets

```
int sum = 7;
if ( sum > 20 )
{
Console.WriteLine ("You win ");
}
 else
{
Console.WriteLine ("You lose ");
}( This curly bracket should be moved to the bottom)
Console.WriteLine ("the prize.");

}( Here is the correct place to enlarge the brackets)
```

The curly brackets in the else statement should be placed at the bottom where they cause errors.

Output: You lose (Console.WriteLine(“the prize”) is not in curly brackets