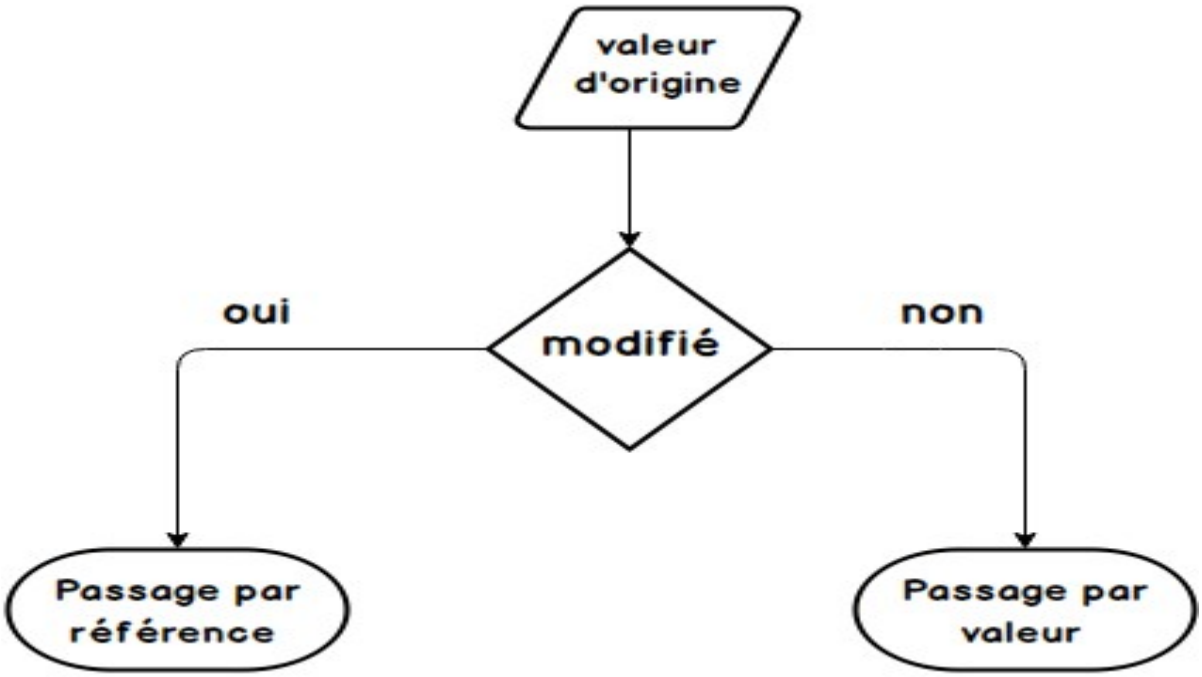
Chapter 6: Conditional Statements

Exercise1:

1. First, create a decision tree indicating a different series of conditions to be checked. Then use the if/else condition statements based on this decision tree in your program.
2. Try assigning the whole if/else blocks to a variable and seeing what value is returned.
3. Try nesting different case statements in pattern matching. See how it works.
4. Explore other use cases of pattern matching. Explore how it can be used with regular expressions, type checks, and for catching exceptions.

Answer1 :



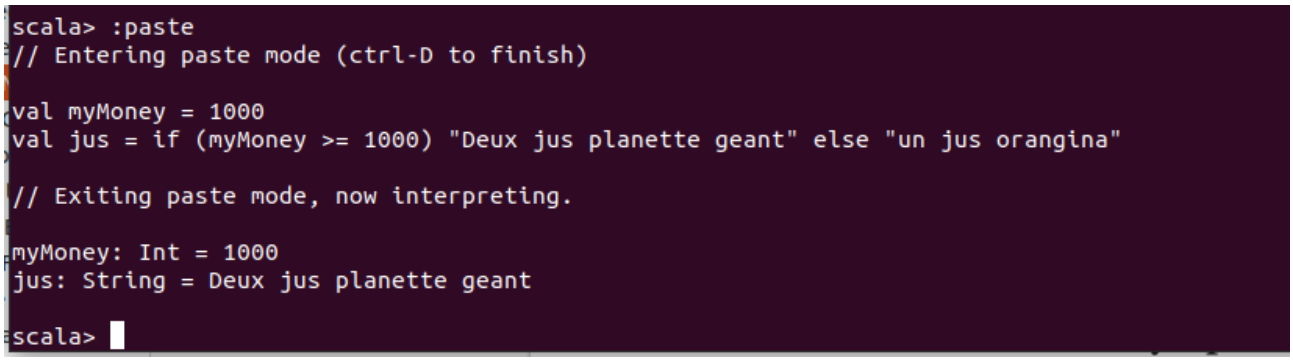

```
scala> :paste
// Entering paste mode (ctrl-D to finish)

var myAge = 20
if (myAge < 21){
println("Vous etes mineurs")}
else{println("Vous etes majeurs")}

// Exiting paste mode, now interpreting.

Vous etes mineurs
myAge: Int = 20

scala>
```



Pattern matching is used to determine whether source files of high-level languages are syntactically correct. It is also used to find and replace a matching pattern in a text or code with another text/code. Any application that supports search functionality uses pattern matching in one way or another.