Conditional Statements

If

Block of code will be executed only when the specified condition is true.

```
byte age;

age = byte.Parse(Console.ReadLine());

if(age >= 18)
{
    Console.WriteLine("you are eligible");
}
```

Else

Block of code is executed when the condition is false.

```
byte age;

age = byte.Parse(Console.ReadLine());

if(age >= 18)
{
    Console.WriteLine("you are eligible");
}
else
{
    Console.WriteLine("you are not eligible");
}
```

Else If

Block of code to be executed by adding a new condition.

```
int scorePercentage;
scorePercentage = int.Parse(Console.ReadLine());

if(scorePercentage > 0 && scorePercentage <= 34)
{
```

```
    Console.WriteLine("Failed");
}
else if(scorePercentage > 34 && scorePercentage <= 50)
{
    Console.WriteLine("Passed, Grade D");
}
else if(scorePercentage > 50 && scorePercentage <= 70)
{
    Console.WriteLine("Passed, Grade C");
}
else if(scorePercentage > 70 && scorePercentage <= 80)
{
    Console.WriteLine("Passed, Grade B");
}
else if(scorePercentage > 80 && scorePercentage < 90)
{
    Console.WriteLine("Passed, Grade A");
}
else
{
    Console.WriteLine("Passed, Grade S");
}
```

Switch

To specify many alternative blocks of code to be executed.

Data Types: int, byte, long, short, float, double, enum, string, bool

```
int dayNumber = 1;

switch(dayNumber)
{
    case 1:
        Console.WriteLine("Sunday");
        break;
    case 2:
        Console.WriteLine("Monday");
        break;
    case 3:
        Console.WriteLine("Tuesday");
```

```
        break;
    case 4:
        Console.WriteLine("Wednesday");
        break;
    case 5:
        Console.WriteLine("Thursday");
        break;
    case 6:
        Console.WriteLine("Friday");
        break;
    case 7:
        Console.WriteLine("Saturday");
        break;
}
```

Ternary Operator

Shortcut for if and else