

...VY\AppData\Local\Temp\~vsB8B6.cs

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```
1 A_label:
2         var number = (new Random()).Next(1, 7));
3         WriteLine($"My random number is {number}");
4
5         switch (number)
6         {
7             case 1:
8                 WriteLine("One");
9                 break; //jumps to the end of the switch
10            case 2:
11                WriteLine("Two");
12                goto case 1;
13
14            case 3:
15
16            case 4:
17                WriteLine("Three or Four");
18                goto case 1;
19
20            case 5:
21                //got to sleep for half a second
22                System.Threading.Thread.Sleep(500);
23                goto A_label;
24
25            default:
26                WriteLine("Default");
27                break;
28
29        }
30 }
```