```
>> answer = questdlg('Would you like a dessert?', ...
 'Dessert Menu', ...
 "Ice cream","Cake","No thank you","No thank you");
>> if (answer == "Ice cream")
disp(" coming right up.")
elseif (answer == "Cake")
disp(" coming right up.")
else
disp("I'll bring you your cheque.")

end
I'll bring you your cheque.
>> dessert
>> dessert
>> dessert
>>
```