Else If Statements

What if we want to handle multiple conditions and have a different thing happen each time? Conditional statements can be chained by combining `if` and `else` statements into `else if`. After an initial if statement, one or more `else if` blocks can check additional conditions. An optional `else` block can be added at the end to catch cases that do not match any of the conditions.

In C#, we write an `if..else if...` statement using the following syntax:

```
string color = "red";

if (color == "blue")
{
  // this code block will execute only if the value of color is
  // equivalent to "blue"
  Console.WriteLine("color is blue");
}
else if (color == "red")
{
  // this code block will execute if the value of color is
  // equivalent to "red"
  Console.WriteLine("color is NOT blue");
}
else // this is optional
{
  // this code block will execute if the value of color is
  // NOT equivalent to "blue" OR "red"
  Console.WriteLine("color is NOT blue OR red");
}
```

In this example, the program checks to see if `color` equals `"blue"` OR `"red"`. Depending on what `color` is equivalent to, it will execute the corresponding code block. If it isn't equal to either of those colors, it will execute the `else` block before moving on with the rest of the program.

When using else if statement, make sure to pay attention to:

- Each `else if` statement gets its own condition: make sure to specify the condition an else if is evaluating. Just like an `if` statement, this condition goes in parentheses and if true, will execute what is in the code block.

`else` follows `else if`: If you choose to include an else statement (it's optional), make sure it comes after any else if statements you might have.

☑Instructions

1.

You're having board game night with your friends, but you're not sure how many people will show up. You want to write a program that prints out what game to play depending on the number of guests:

If 4 or more people show up, you'll play Catan. If 1 to 3 people show up, you'll play Innovation. If no one shows up, you'll play Solitaire.

First, write the conditional statement for if you have at least 4 friends show up. If the condition is true, have it print out `Catan`.

Hint

When writing an `if` statement, make sure that your condition is wrapped in parentheses and braces signify a new code block:

```
int dogs = 10;

if (dogs >= 6)
{
// this code will run
}
```

2.

Next, modify the statement with another condition that outputs the game `Innovation` if at least 1 person shows up.

Hint

If more than one condition needs to be met, use an `else if` statement to handle subsequent conditions.

```
int dogs = 10;

if (dogs >= 6)
{
// this code will run
}
else if (dogs >= 2)
{
// this code will run
}
```

3.
Lastly, if no one shows up, have the program print `Solitaire` to the console.

Hint

When writing an `else` statement, make sure it comes after your `if` and `else if` statements:

```
int dogs = 10;

if (dogs >= 6)
{
// this code will run
}
else if (dogs >= 2)
{
// this code will run
}
else
{
// if the above condition isn't met, this code will run
}
```

4.
Now try changing the value of `guests` to `0` and see what gets printed to the console.