Chapter 4 Algorithm Workbench

* 1. If (x > 100)
  2. y = 20, z = 40
  3. If (a < 10)
  4. b = 0, c = 1
  5. If (a < 10)
  6. b = 0
  7. Else b = 99
  8. If amount1 > 10 && amount2 < 100
  9. outputLabel.text = math.max(amount1, amount2)
  10. If speed > 24 && speed < 56
  11. outputLabel.text = “Speed is normal”
  12. else
  13. outputLabel.text = “Speed is abnormal”
  14. If points < 9 || points > 51
  15. outputLabel.text = “Invalid Points”
  16. else
  17. outputLabel.text = “Valid Points”
  18. If (int.Tryparse(pointsTextbox.text, out points))
  19. Else
  20. Messagebox.Show(“Error”)
  21. Switch (selections)
  22. Case 1 : MessageBox.show(“You selected 1”); break;
  23. Case 2 : MessageBox.show(“You selected 2”); break;
  24. Case 3 : MessageBox.show(“You selected 3”); break;
  25. Case 4 : MessageBox.show(“You selected 4”); break;
  26. Default : MessageBox.show(“Not good with numbers, eh?”); break;
  27. Try
  28. If (nameListbox.selectedIdex != -1)
  29. Name = nameListbox.selectedindex.tostring()
  30. Catch(exception ex)
  31. Messagebox.show(ex.Message)