

MainWindow.xaml file

```
<Window x:Class="BIT.MainWindow"

    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
    xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
    xmlns:local="clr-namespace:BIT"
    mc:Ignorable="d"

    Title="Condition" Height="500" Width="800">

<Grid>

    <Label Name="lblNumber" Content="Enter Number 1 to 5 to select beverages"

        HorizontalAlignment="Center" VerticalAlignment="Top" FontSize="25" FontWeight="Bold" />

    <TextBox Name="txtInput" Width="250" Height="30"

        HorizontalAlignment="Center" VerticalAlignment="Top" Margin="0,80,0,0"/>

    <Button Content="Using If Statement" Width="200" Height="40" Click="btnIfStatement"

        HorizontalAlignment="Center" VerticalAlignment="Top" Margin="0,130,0,0"/>

    <Button Content="Using Switch Statement" Width="200" Height="40"

        Click="btnSwitchStatement"

        HorizontalAlignment="Center" VerticalAlignment="Top" Margin="0,180,0,0"/>

    <Label Name="lblOutput" Content="" HorizontalAlignment="Center" Margin="0,250,0,0"
    VerticalAlignment="Top" FontSize="16" FontWeight="SemiBold" />

</Grid>

</Window>
```

MainWindow.xaml.cs file

```
using System.Windows;
```

```
namespace BIT
```

```
{
```

```
    public partial class MainWindow : Window
```

```
    {
```

```
        public MainWindow()
```

```
        {
```

```
            InitializeComponent();
```

```
        }
```

```
        private void btnIfStatement(object sender, RoutedEventArgs e)
```

```
        {
```

```
            if (string.IsNullOrEmpty(txtInput.Text)) {
```

```
                lblOutput.Content = "";
```

```
                MessageBox.
```

```
                    Show("Please Enter a Value");
```

```
                return;
```

```
            }
```

```
            if (int.TryParse(txtInput.Text, out int choice)) {
```

```
                string beverage = "";
```

```
if (choice == 1)
    beverage = "Coke";
else if (choice == 2)
    beverage = "Sprite";
else if (choice == 3)
    beverage = "Fanta";
else if (choice == 4)
    beverage = "Pepsi";
else if (choice == 5)
    beverage = "Mountain Dew";
else
{
    lblOutput.Content = "";

    MessageBox.
        Show("Out of range");

    return;
}

lblOutput.Content = $"You have selected {beverage}";
}
else
{
    lblOutput.Content = "";

    MessageBox.
        Show("Invalid input! Enter a number between 1-5");
```

```
        return;  
    }  
}
```

```
private void btnSwitchStatement(object sender, RoutedEventArgs e)
```

```
{  
    if (string.IsNullOrEmpty(txtInput.Text))  
    {  
        lblOutput.Content = "";  
  
        MessageBox.  
            Show("Please Enter a Value");  
  
        return;  
    }  
}
```

```
if (int.TryParse(txtInput.Text, out int choice))
```

```
{  
    string beverage = "";  
  
    switch (choice)  
    {  
        case 1:  
            beverage = "Coke";  
            break;  
        case 2:  
            beverage = "Sprite";  
            break;  
        case 3:
```

```

        beverage = "Fanta";
        break;
    case 4:
        beverage = "Pepsi";
        break;
    case 5:
        beverage = "Mountain Dew";
        break;
    default:
        lblOutput.Content = "";

        MessageBox.
            Show("Out of range");
        return;
    }

    lblOutput.Content = $"You have selected {beverage}";
}
else
{
    lblOutput.Content = "";

    MessageBox.
        Show("Invalid input! Enter a number between 1-5");
    return;
}
}
}
}

```

