

## Table of Contents

1.Before you begin .....	1
2. Decision making within your code.....	1
3. Create the Lucky Dice Roll game .....	2
4. Use a when statement .....	3

Add conditional behavior in Kotlin

### 1.Before you begin

### 2. Decision making within your code

```
fun main() {  
    val num = 5  
    if (num > 4) {  
        println("The variable is greater than 4")  
    }  
}
```

The variable is greater than 4

```
fun main() {  
    val num = 3  
    if (num > 4) {  
        println("The variable is greater than 4")  
    }  
}
```

Không có gì xảy ra

```
fun main() {  
    val num = 3  
    if (num > 4) {  
        println("The variable is greater than 4")  
    } else {  
        println("The variable is less than 4")  
    }  
}
```

The variable is less than 4

```
fun main() {  
    val num = 4  
    if (num > 4) {  
        println("The variable is greater than 4")  
    } else if (num == 4) {  
        println("The variable is equal to 4")  
    } else {  
        println("The variable is less than 4")  
    }  
}
```

The variable is equal to 4

### 3. Create the Lucky Dice Roll game

```

val luckyNumber = 4
if (rollResult == luckyNumber) {
    println("You win!")
} else if (rollResult == 1) {
    println("So sorry! You rolled a 1. Try again!")
} else if (rollResult == 2) {
    println("Sadly, you rolled a 2. Try again!")
} else if (rollResult == 3) {
    println("Unfortunately, you rolled a 3. Try again!")
} else if (rollResult == 5) {
    println("Don't cry! You rolled a 5. Try again!")
}

```

Don't cry! You rolled a 5. Try again!

Dùng lệnh if để so sánh số random với số may mắn và thông báo màn hình

#### 4. Use a when statement

```

fun main() {
    val myFirstDice = Dice(6)
    val rollResult = myFirstDice.roll()
    val luckyNumber = 4
    when (rollResult) {
        luckyNumber -> println("You won!")
        1 -> println("So sorry! You rolled a 1. Try again!")
        2 -> println("Sadly, you rolled a 2. Try again!")
        3 -> println("Unfortunately, you rolled a 3. Try again!")
        5 -> println("Don't cry! You rolled a 5. Try again!")
    }
}

```

Sadly, you rolled a 2. Try again!

Chương trình đã chọn 1 số may mắn, dùng các câu lệnh if, else, when để kiểm tra xem có random được số may mắn không và thông báo ra màn hình.

#### 5. Solution code

#### 6. Summary

#### 7. Learn more

#### 8. Practice on your own

