

## Lab 9 – If and Switch Statements

Instructions: Complete each problem. If you're struggling with a problem, feel free to ask questions on the class forum.

This lab is optional, but it gives you valuable programming experience. You should definitely complete the lab if you can.

### Problem 1 – Create a menu using an if statement

Start up the IDE and create a new console application project named Lab9. Save the project in a reasonable location on the computer.

Create a menu of choices for your user. It should look like the following

```
*****
Menu:

N - New Game
L - Load Game
O - Options
Q - Quit
*****
```

You should then prompt for and read in the user's choice as a character.

Your application should print an appropriate response confirming their choice, such as:

```
Loading game ...
```

Your application should:

- Display the menu
- Prompt for and read in the user's choice
- Store the choice in an appropriate variable
- Using an if statement, determine which menu option the user selected, printing an appropriate message for the option selected
- If the user enters something other than a menu option, print an appropriate message

## **Problem 2 – Use a switch statement**

- Using a switch statement, determine which menu option the user selected, printing an appropriate message for the option selected
- If the user enters something other than a menu option, print an appropriate message

Put your switch statement directly below the if statement in the code so that your response to the user looks like it's repeated.