



Introducing Branching!

Errors

- Three kinds of errors:
 - Syntax (project won't build)
 - Run-time (program crashes/fails while running)
 - Logic (program runs but does the wrong thing)

Quick Review: Variables, Types, and Expressions

- Syntax for variable declaration
- Types we know about
- Syntax for variable assignment
- Expression examples

Alice in Wonderland

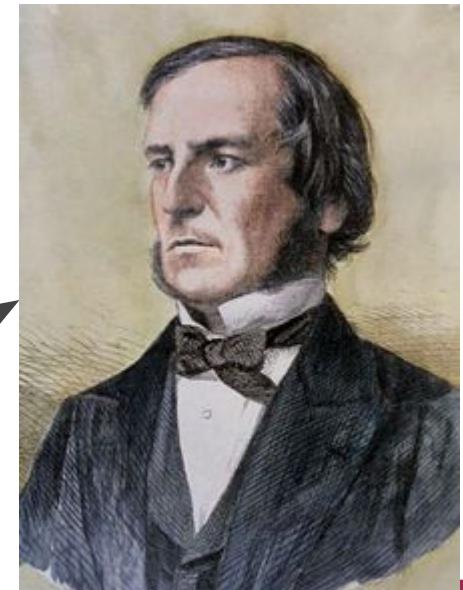
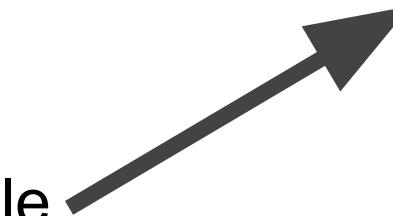
[Video](#)

>>> Get your worksheets out <<<

New Type: Boolean

- Type name: **bool**
- Possible values: **true** and **false**

George Boole



Branching Statements: Doing the right thing

- Simple branching statement syntax:

```
if (<Boolean expression>)
{
    <statements>
}
```

More statements: Doing the right thing...or not

- Simple branching statement syntax:

```
if (<Boolean expression>)
```

```
{
```

```
<statements>
```

```
}
```

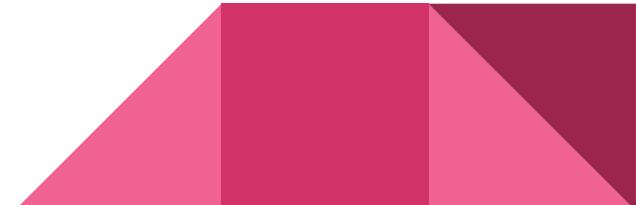
```
else
```

```
{
```

```
<statements>
```

```
}
```

Guess the Number game



Introducing Random Numbers!!!

- Declaration:

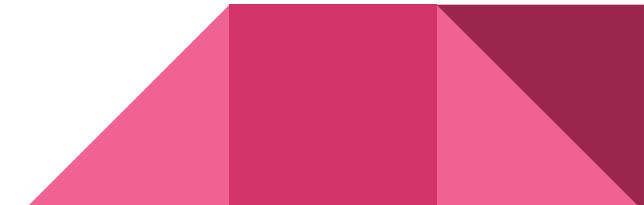
```
Random random = new Random();
```

- Usage:

```
int randomNumber =  
    random.Next(minValue, maxValue);
```

Comparison Operators

- **value == value** (is equal to)
- **value != value** (is NOT equal to)
- **value < value** (is less than)
- **value > value** (is greater than)
- **value <= value** (is less than or equal to)
- **value >= value** (is greater than or equal to)



Logical Operators

- **expression && expression** (true if both are true)
- **expression || expression** (true if either are true)
- **! expression** (opposite value)

Complex Branching Statements

```
if (<Boolean expression>)
{
    <statements>
}
else if (<Boolean expression>)
{
    <statements>
}
else
{
    <statements>
}
```

```
if (<Boolean expression>)
{
    <statements>
}
else if (<Boolean expression>)
{
    <statements>
}
else if (<Boolean expression>)
{
    <statements>
}
else
{
    <statements>
}
```

Programming Assignment: Dice Game

