selection-statement:
  if-statement
  if-else-statement
  switch-statement

if-statement:
  if (condition) true-statement

#include <iostream>
using namespace std;
int main()
{
    cout << "How much cash do you have? ";
    double cash;
    cin >> cash;

    if (cash >= 100.00) {
        cout << "Come on honey, let's have a good time tonight.";
        cout << endl;
    }
    cout << "See you later.";
    cout << endl;
    return 0;
}

Program p01 output:
How much cash do you have? 500
Come on honey, let's have a good time tonight.
See you later.
Programming I  
CS 1613  

code:
```cpp
#include <iostream>
using namespace std;
int main()
{
    cout << "How much cash do you have? ";
    double cash;
    cin >> cash;

    if (cash >= 100.00) {
        cout << "Come on honey, let's have a good time tonight.";
        cout << endl;
    } else {
        cout << "You wicked and slothful person.";
        cout << endl;
        cout << "I'd never go out with you.";
        cout << endl;
    }
    cout << "See you later."
    cout << endl;
    return 0;
}
```

Program p02 output:

How much cash do you have? 99
You wicked and slothful person.
I'd never go out with you.
See you later.

Please note that the input entered by the user of program p02 is italicized and printed in bold.
switch-statement:
   switch \((\text{ordinal-expression})\) case-statement-list

case-statement-list:
   case-statement
   case-statement-list case-statement

case-statement:
   case \(\text{ordinal-expression}\) : statement break ;
   default : statement break ;

Figure 5. switch-statement control flow.
#include <iostream>
using namespace std;

int main()
{
    for (int count=1; count<6; count++) {
        switch (count) {
            case 1: cout << "O";
                    cout << "n";
                    cout << "e";
                    break;
            case 2: cout << "two";
                    break;
            case 3: cout << "three";
                    break;
            case 4: cout << "four";
                    break;
            case 5: cout << "five";
                    break;
            default: cout << "What? No hare and no next of skin?";
                    break;
        } /* end switch */
        cout << ", ";
    } /* end for */
    cout << "I caught a hare alive."
    cout << endl;
    return 0;
}

Figure 6. p03, switch-statement example.

Program p03 output:
One, two, three, four, five, I caught a hare alive.