

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

if-statement:
if (*condition*) *true-statement*

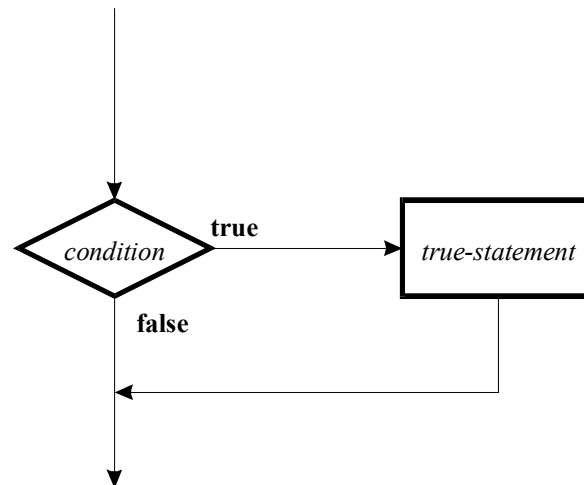


Figure 1. *if-statement* control flow.

```
#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;
}
```

Figure 2. p01, *if-statement* example.

Program **p01** output:

How much cash do you have? **500**
Come on honey, let's have a good time tonight.
See you later.

if-else-statement:

if (*condition*) *true-statement* **else** *false-statement*

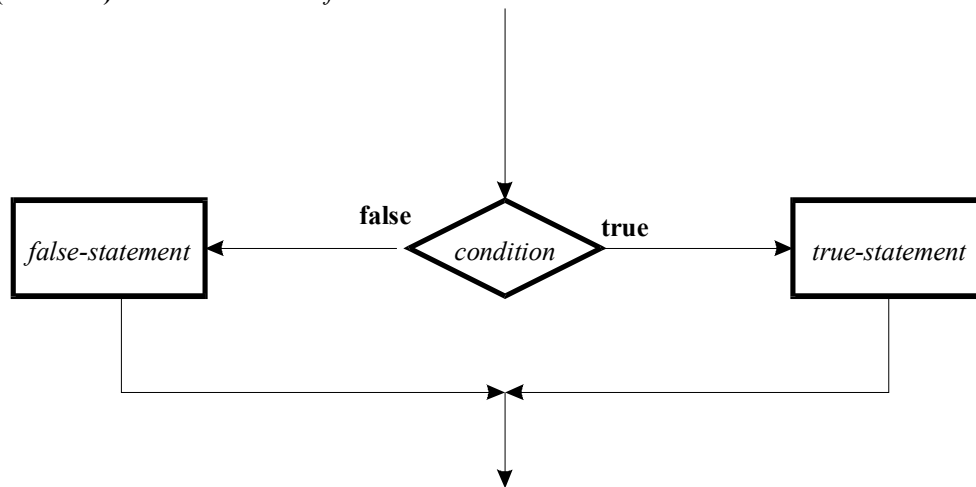


Figure 3. *if-else-statement* control flow.

```
#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;
}
```

Figure 4. **p02**, *if-else-statement* example.

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 (*ordinal-expression*) *case-statement-list*

case-statement-list:

case-statement

case-statement-list case-statement

case-statement:

case *ordinal-expression* : *statement* **break** ;

default : *statement* **break** ;

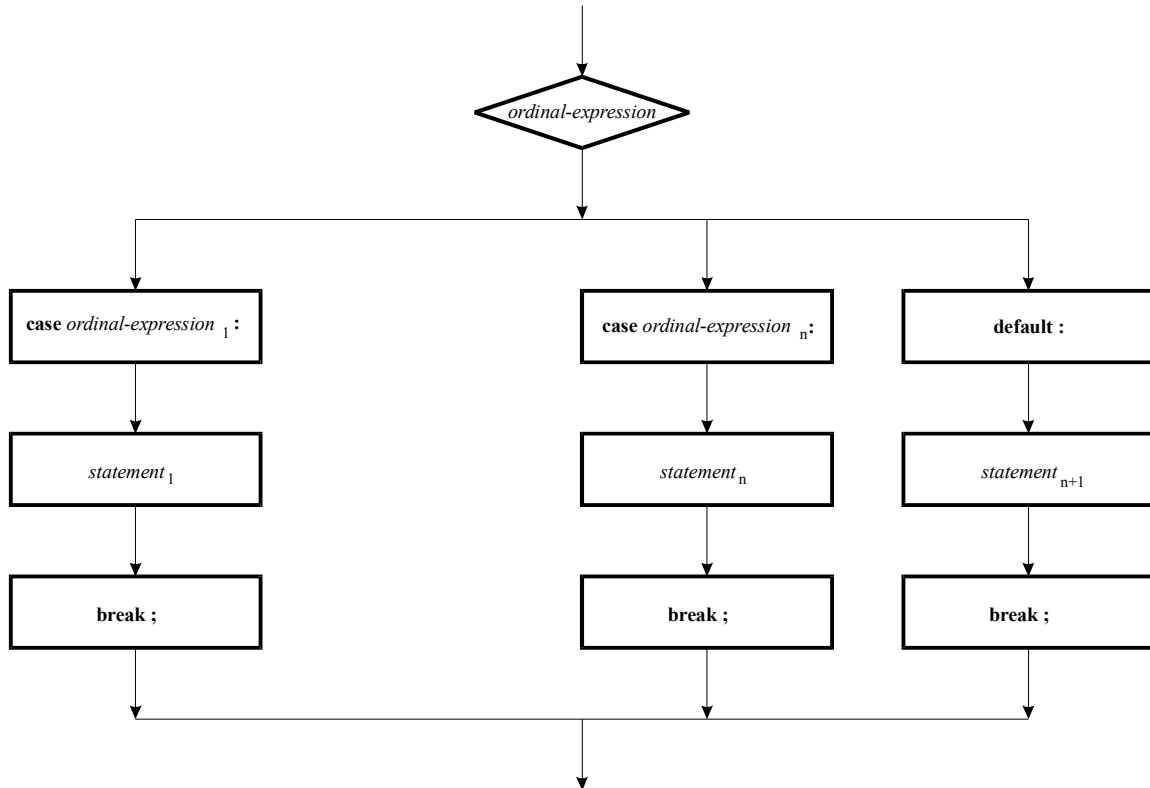


Figure 5. *switch-statement* control flow.

```
#include <iostream>
using namespace std;
int main()
{
    for (int count=1;count<6;count++) {
        switch (count) {
            case 1: cout << "One";
                    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.