

CSCI 1301 – Lab 13

February 25, 2019

1 Practicing if and switch

Initialize a `day` string variable, a `myVar` int variable, an `initial` char variable, and a flag. In this exercise, change and display on the screen the values of those variables to test that your statements behave as they are supposed to.

1.1 From switch to if-else

1. Write a `switch` statement that sets the flag to `true` if the value of `day` is "Mon.", "Tue.", "Wed.", "Thu." or "Fri.", and to `false` otherwise.
2. Rewrite the previous statement as an `if-else` statement.

1.2 From if-else to switch

1. Write a `if-else` statement that doubles the value of `myVar` if `myVar` is 3, 5 or 7.
2. Can you rewrite the previous statement as a `switch` statement?

1.3 Deciding

1. Write a statement that doubles the value of `myVar` and sets `initial` to 'M' if `day` is equal to "Sat". What is the appropriate kind of statement to do this?
2. Write a statement that displays "Hello" on the screen if the value of `initial` is 'E' or 'e', "Bonjour" if the value of `initial` is 'F' or 'f', "Guten Tag" if the value of `initial` is 'D' or 'd'. What is the appropriate kind of statement to do this?

1.4 Complex Conditions

1. Write a statement that doubles the value of `myVar` if `day` is "Sun.", triples the value of `myVar` if `day` is not "Sun." and `initial` is 'a', and sets `myVar` to 0 otherwise.
2. Write a statement that sets `myVar` to 0 if `initial` is an upper-case letter, and to 1 otherwise. You will need to understand how to use the `IsUpper` method ([https://msdn.microsoft.com/en-us/library/9s91f3by\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/9s91f3by(v=vs.110).aspx)).