

Examples of the `if` Statement

For example,

```
/* Calculate inverse of number. */
if (0 != number) {
    inverse = 1 / number;
} else {
    printf ("Error!\n");
}
```

Examples of the `if` Statement

Or,

```
/* Limit size to 42. */
if (42 < size) {
    printf ("Size set to 42.\n");
    size = 42;
}
```

switch Specifies Code Based on Expression Values

What if we have more than two choices?

For example, an operation in a simple calculator: +, -, ×, or ÷ (divide).

One answer: use

- a sequence of conditional constructs, or
- nested conditionals.

Another answer: **if choice based on values of an expression, use a `switch` statement.**

A Flow Chart with Multiple Choices

For example...

