Two-Way Selection

if (some condition)
{

    //ONE OR MORE STATEMENTS

}
else
{

    //ONE OR MORE STATEMENTS

}

executable statement types: expression
.assignment, function call), return, if [else],
compound, switch, break
int x = 1;
if (x < 3)
{
    printf("1st ");
}
else if (x < 2)
{
    printf("2nd");
}
printf("3rd");

What is printed?

A. 1st 3rd 1 pt
B. 2nd 3rd
C. 1st 2nd 3rd
D. 3rd
int x = 3;
if (x >= 2)
    if (x >= 4)
        x = 4;
else
    x = 2;
printf("%d", x);

What is printed?

A. 2  1 pt
B. 3
C. 4
int x = 1;
if (x >= 2)
    printf("1st; ");
if (x <= 4)
    printf("2nd; ");
else
    printf("3rd; ");
printf("4th; ");

What is printed?
A. 3rd;4th; 1 pt
B. 2nd;4th; v/ 1 pt
C. 1st;4th; 1 pt
D. 1st;2nd; 1 pt
E. 4th; 1 pt
Multi-way Selection *switch*

```c
switch(grade)
{
    case 'A': printf("Great job!!\n");
        break;
    case 'B': printf("Well done!\n");
        break;
    case 'C': printf("Mission accomplished.\n");
        break;
    case 'D': printf("Consider repeating?\n");
        break;
    default:  printf("See you next semester?\n");
}
```

**Course Standard:** Note indentation.