

STUDENT ACTIVITY 1.2_1: WRITING CONDITIONAL STATEMENTS

MTA Course: Software Development Fundamentals

Topic: Understand computer decision structures

File name: SoftDevFund_SA_1.2_1

Lesson Objective:

1.2: Understand computer decision structures.

Resources, software, and additional files needed for this lesson:

- SoftDevFund_PPT_1.2
- SoftDevFund_RL_1.2
- SoftDevFund_SA_1.2_1
- SoftDevFund_SA_1.2_1_key
- SoftDevFund_SA_1.2_2

Directions to the student:

Questions 1–5: Represent each situation as a condition starting with the keyword `if`. The names of the variables are underlined. The first one is done for you.

Question 6: Represent the situation using a `switch` statement. The names of the variables are underlined.

Content:

1. You set the high score in Donkey Kong if your score is over 1,050,200 points.

`if (score > 1050200)`

2. Patrick wants to buy a shirt. He will buy the shirt if the shirt's coolness rating is above a 5 out of 10 and the cost is \$25 or less.

`if _____`

3. Morgan has different criteria for buying a shirt. The shirt must have at least 3 buttons and cost less than \$50.

if _____

4. Melissa is deciding whether to date Jarid. She will go out with him if he combed his hair or if he doesn't smell.

if _____

5. Jill has three criteria for deciding whether someone can be her friend. The person can be fun and kind... or they can just be rich.

if _____

Write a switch (C#) or a Select Case (VB) statement to print out the day of the week given an integer day:

int day;	Day of the Week
1	Sunday
2	Monday
3	Tuesday
4	Wednesday
5	Thursday
6	Friday
7	Saturday