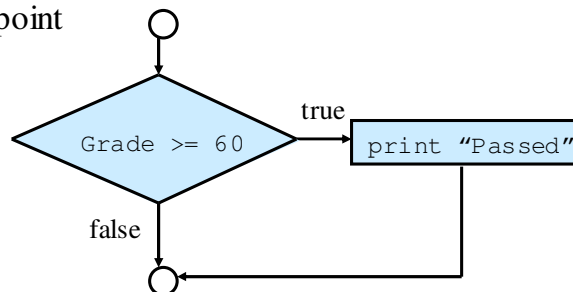


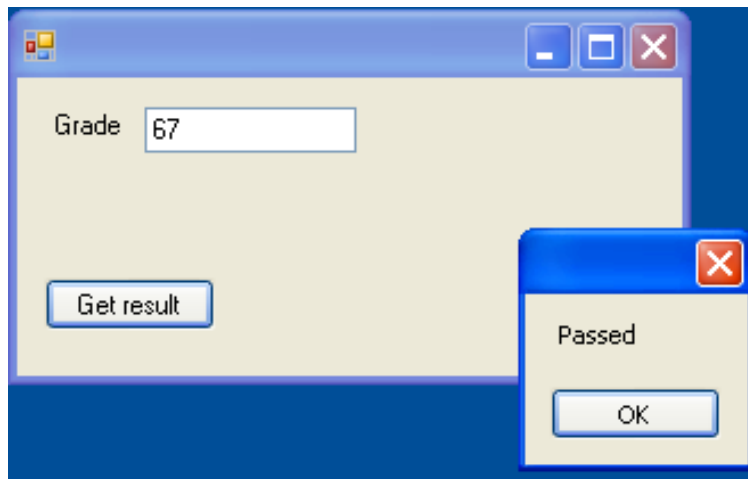
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2.3 `if` Selection Structure

- The single line selection `if` structure
 - Causes the program to make a selection
 - Chooses based on conditional
 - Any expression that evaluates to a `bool` type
 - True: perform an action
 - False: skip the action
 - Single entry/exit point



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```
private void ButGetResult_Click(object sender, EventArgs e)
{
    int grade;
    grade = Int32.Parse(TxtGrade.Text);
    if (grade >= 50)
        MessageBox.Show("Passed");
}
```

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