

Decision making structures:

2 structures

//1. If /else

if(//condition)

{

}

else{

}

//2 switch statement

Switch(//variable or expression)

{

case 1:

break;

case 2:

break;

case 3:

break;

default:

}

```
// Use a while loop together with the getline() function to read the file line by line
while (getline (MyReadFile, myText))
{
    // Output the text from the file
    cout << myText;
}

// Close the file
MyReadFile.close();
```

Enumerators (enum):

Enum is used to assign names to the integral constants which makes a program easy to read and maintain.

```
enum enum_name{const1, const2, ..... };
```

Example:

```
enum Temperature{Low,Medium,High};
```

```
int main()
```

```
    cout <<"Today temperature is : "<<Low<<" , but yesterday it was : "<<High;
```

```
    return o;}
```

output: Today temperature is : 0, but yesterday it was :2

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