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## Session Seven: C# Logical constructs and error handling

Logic and mathematics are nothing but specialised linguistic structures.

*Jean Piaget, Swiss psychologist and philosopher (1896 – 1980)*

Now that you know how C# code is structured and organized, it's time to add some programming logic to enable your code to respond intelligently to different conditions.

In this session you'll learn the basics of programming logic and a little more about best coding practice.

### Session Objectives

By the end of this session you will be able to:

- Use the if statement
- Use else and else if
- Use basic logical operators
- Use advanced logic
- Use get and set
- Use try and catch to handle errors
- Use comments
- Use summaries