

```

Program Program1b_Lesson5;
Uses Crt;

Label Return; {use of the goto statement is not
recommended.. avoid it}

Var
    SEL : Integer;
    YN  : Char;

Begin
    Return:Clrscr;
    Writeln('[1].PLAY GAME');
    WRITELN('[2].LOAD GAME');
    WRITELN('[3].MULTIPLAYER');
    WRITELN('[4].EXIT GAME');
    Writeln('note: Do not press anything except');
    Writeln('numbers; otherwise an error occurs!');
    Readln(SEL);

Case SEL of
    1 : Begin
        Writeln('You will soon be able to create');
        Writeln('games using Pascal Programming :-)');
        Delay(2000);
        Goto Return;
        End;

    2 : Begin
        Writeln('Ahhh... no saved games');
        Delay(2000);
        Goto Return;
        End;

    3 : Begin
        Writeln('networking or 2 players?');
        Delay(2000);
        Goto Return;
        End;

    4 : Begin

```

```
        Writeln('Exit?');
        N := Readkey;
Case YN of {a sort of a nested case statement}
    'y' :
        Begin
            Writeln('Good Bye...');
            Delay(1000);
            Halt;
            End;
    'n' : Goto Return;
            End; {End Case 2}
            End; {Close Conditional Expression 4}
    End; {End Case 1}
End.
```

## The CASE-OF-ELSE Statement

Again this is similar to the **if..then..else** statement. Study the program below to learn how to use the 'else' term following the 'case statement':

```
Program Program2_Lesson5;
Uses Crt;
Label Return; { avoid it }
Var YN : Char;

Begin
    Return: ClrScr;
    Writeln('Exiting?');
    YN := Readkey;
    Case YN of
        'y' : Halt;
        'n' : Begin
            Writeln('What are you going to do
here, anyway?');
            Delay(2000);
            Halt;
        End;
        Else
        Begin
            Writeln('Press either 'y' for yes');
            Writeln('or 'n' for no.. please try
again..');
            Delay(3500);
            ClrScr;
            Goto Return;
        End;
    End; {CASE}
End. {PROGRAM}
```