

# Another if else

```
/*  
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*/  
using System;  
public class NestIfValues  
{  
    static void Main()  
    {  
        int temp = 32;  
  
        if (temp <= 32) { Console.WriteLine("Warning! Ice on road!");  
        if (temp == 32) { Console.WriteLine( "Temp exactly freezing,  
beware of water."); } else { Console.WriteLine("Watch for  
black ice! Temp: {0}", temp); } } } } [/csharp]
```