

Side-effects can be important

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/*
C#: The Complete Reference
by Herbert Schildt

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*/
// Side-effects can be important.

using System;

public class SideEffects {
    public static void Main() {
        int i;

        i = 0;

        /* Here, i is still incremented even though
        the if statement fails. */
        if(false & (++i < 100)) Console.WriteLine("this won't be
displayed"); Console.WriteLine("if statement executed: " + i);
        // displays 1 /* In this case, i is not incremented because
        the short-circuit operator skips the increment. */ if(false &&
(++i < 100)) Console.WriteLine("this won't be displayed");
        Console.WriteLine("if statement executed: " + i); // still 1
    }
}
```