

# Side-effects can be important

```
/*
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
!! } } [/csharp]
```