Switch Statement in Java

The switch statement is a multi-way branch statement. It provides an easy way to dispatch execution to different parts of code based on the value of the expression. Basically, the expression can be byte, short, char, and int primitive data types. Beginning with JDK7, it also works with enumerated types ( [Enums](https://www.geeksforgeeks.org/enum-in-java/) in java), the [String](https://www.geeksforgeeks.org/string-class-in-java/) class and [Wrapper](https://www.geeksforgeeks.org/primitive-wrapper-classes-are-immutable-in-java/) classes.

**Some Important rules for switch statements :**

* Duplicate case values are not allowed.
* The value for a case must be of the same data type as the variable in the switch.
* The value for a case must be a constant or a literal. Variables are not allowed.
* The break statement is used inside the switch to terminate a statement sequence.
* The break statement is optional. If omitted, execution will continue on into the next case.
* The default statement is optional and can appear anywhere inside the switch block. In case, if it is not at the end, then a break statement must be kept after the default statement to omit the execution of the next case statement.

**Examples:**

Consider the following java program, it declares an int named day whose value represents a day(1-7). The code displays the name of the day, based on the value of the day, using the switch statement.

