

Switch statement with number

```
#import <Foundation/Foundation.h>

int main ()
{
    int X = 2;
    switch (X)
    {
        case 1:
            NSLog (@"X = 1");
            break;
        case 2:
            NSLog (@"X = 2");
            break;
        default:
            NSLog (@"Default code");
            break;
    }

    return 0;
}
```

The code above generates the following result.

X = 2