- **The variable used in a switch statement can only be integers, convertable integers (byte, short, char), strings and enums**
- **You can have any number of case statements within a switch. Each case is followed by the value to be compared to and a colon.**
- **The value for a case must be the same data type as the variable in the switch and it must be a constant or a literal.**
- **When the variable being switched on is equal to a case, the statements following that case will execute until a *break* statement is reached.**
- **When a *break* statement is reached, the switch terminates, and the flow of control jumps to the next line following the switch statement.**
- **Not every case needs to contain a break. If no break appears, the flow of control will *fall through* to subsequent cases until a break is reached.**
- **A *switch* statement can have an optional default case, which must appear at the end of the switch. The default case can be used for performing a task when none of the cases is true. No break is needed in the default case.**

class swiss

```
{
public static void main(String[]args)
{
int a=300;
switch(a)
{
case 100:
System.out.println("Century");
break;

case 200:
System.out.println(" Double Century");
break;

default:
System.out.println("Not valid Entry");
break;
}
}

}
```

```
class switchdemo
{
public static void main(String[]args)
{
String ch="d";
switch(ch)
{
case "A":
case "a":
case "E":
case "e":
case "I":
case "i":
case "O":
case "o":
case "U":
case "u":
System.out.println(ch+""+"is vowel");
break;
default:
System.out.println(ch+""+"is Consonant");
```

```
break;
}
}
}
```

Looping:It is used to execute one statement for than one time

Types of Loop

==========

1.Fixed Loop

2.Variable Loop

Types Looping Construct

==========

1.for loop

2.While Loop

3.do--while loop

```
for(intialization;checking condition;Increment/decrement)
{
```

```
//Statement
}
=======================================
```