



# Switch Statements

# Switch Statements

- switch-case statement is used to compare the value of a variable with multiple values and execute some statements based on the match.

```
switch(expression){  
    case constant1:  
        statement 1;  
        statement 2;  
        ...  
        break;  
  
    case constant2:  
        statement 1;  
        statement 2;  
        ...  
        break;  
  
    default:  
        statement 1;  
        statement 2;  
        ...  
        break;  
}
```

No curly brackets for case blocks, even in case of more than 1 statements.

All the case block statements are optional including break. Blank case is perfectly legal code.

default block can appear anywhere in the code. It should not be the last one.

# Switch Statements

```
switch(expression){  
    case constant1:  
        statement 1;  
        statement 2;  
        ...  
        break;  
    case constant2:  
        statement 1;  
        statement 2;  
        ...  
        break;  
    default:  
        statement 1;  
        statement 2;  
        ...  
        break;  
}
```

Remember:

1. Switch statement's expression MUST be evaluate to a single value. Therefore, there are 4 data types that switch statement does not accept:
  1. long
  2. double
  3. float
  4. Boolean
1. Content's value must match with expression' value
2. Break statement is not mandatory
3. default section is not mandatory

# Task

2. Write a program to display days:

1-Monday

2-Tuesday

3-Wednesday

4-Thursday

5-Friday

6-Saturday

# Task

- Create a new switch statement using char instead of int.
- Create a new char variable
- Create a switch statement testing for A, B, C, D or E
- Display a message if any of these are found and then break
- Add a default which displays a message saying not found.

## IF..ELSE

- There is no need to provide an else option
- With a series of if statement, they are all checked even if a match has been found(so it performs more slowly than switch)

vs.

## SWITCH

- You have a default option that is run if none of the cases match.
- If a match is found, that code is run; then the break statement stops the rest of the switch statement running