

Student Activity: Favorite Sport Switch Statement

Title: JavaScript Activity: Using Switch Statements

Introduction:

In this activity, you'll create a JavaScript program that asks the user for their favorite sport and displays a message using a **switch statement**. This will help you understand how `switch` works, including `case`, `break`, and `default`.

Step 1: Ask for the User's Favorite Sport

Instructions:

Use the `prompt()` function to ask the user for their favorite sport and store the input in a variable called `favSport`.

Code to add:

```
const favSport = prompt("What is your favorite sport?");
```

Step 2: Start the Switch Statement

Instructions:

Write a `switch` statement to check the value of `favSport`. Convert it to lowercase using `.toLowerCase()` for case-insensitive comparisons.

Code to add:

```
switch (favSport.toLowerCase()) {  
    // cases will go here  
}
```

Step 3: Add Cases for Different Sports

Instructions:

Inside the `switch`, add `case` statements for the following sports: "soccer", "basketball", "baseball", "tennis", and "swimming". For each case, display a message using `console.log()`. Don't forget to include `break` after each case.

Code Example:

```
case "soccer":  
    console.log("Soccer is a great sport that requires teamwork and skill!");  
    break;  
  
case "basketball":  
    console.log("Basketball is all about strategy, athleticism, and shooting skills!");  
    break;
```

```
case "baseball":
    console.log("Baseball is a classic sport that requires patience and
precision!");
    break;

case "tennis":
    console.log("Tennis is a test of focus, agility, and powerful strokes!");
    break;

case "swimming":
    console.log("Swimming is a fantastic way to stay fit and enjoy the
water!");
    break;
```

Step 4: Add a Default Case

Instructions:

Add a default case to handle any input that doesn't match the sports listed above. Display a generic message.

Code Example:

```
default:
    console.log("That's a great choice! There are so many exciting sports out
there.");
```

Step 5: Test Your Script

- Run your program in the browser console
 - Try typing different sports (e.g., "soccer", "basketball", "golf") to see how the switch handles them.
 - ☒ Checkpoint: Each case should display the correct message, and the default should handle unknown sports.
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Step 6: Challenge

Extend the program:

- Add 3 more sports of your choice with custom messages.

Example:

```
case "volleyball":
    console.log("Volleyball requires great teamwork and jumping skills!");
    break;
```

Full Script Example

```
// Prompt user for their favorite sport
const favSport = prompt("What is your favorite sport?");

// Use a switch statement to check the sport
switch (favSport.toLowerCase()) {
  case "soccer":
    console.log("Soccer is a great sport that requires teamwork and skill!");
    break;

    case "basketball":
    console.log("Basketball is all about strategy, athleticism, and shooting skills!");
    break;

    case "baseball":
    console.log("Baseball is a classic sport that requires patience and precision!");
    break;

    case "tennis":
    console.log("Tennis is a test of focus, agility, and powerful strokes!");
    break;

    case "swimming":
    console.log("Swimming is a fantastic way to stay fit and enjoy the water!");
    break;

    default:
    console.log("That's a great choice! There are so many exciting sports out there.");
}
```

Reflection

Write a few sentences about what you learned using a **switch statement** and how it compares to if/else if/else:
