**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.

**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: