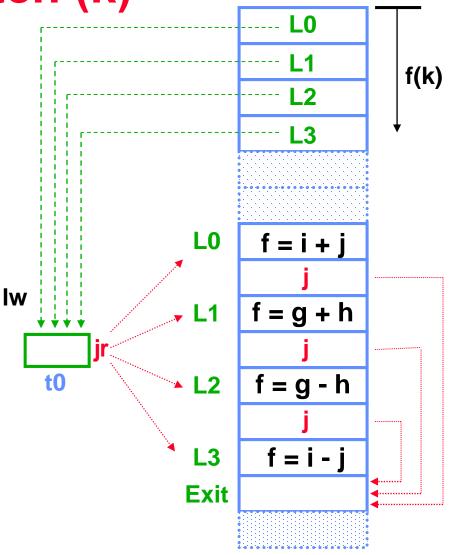
Lab 02: Jump Address Table (JAT)

Compilando "switch (k)"

- Switch: 1 dentre vários casos dependendo de k
 - converter p/ if-then-else
 - usar tabela de endereços de desvio

```
switch (k) {
case 0: f = i + j; break;
case 1: f = g +h; break;
case 2: f = g - h; break;
case 3: f = i - j; break; }
```



"base"