

Basic of C Programming



SWITCH CASE STATEMENT

Switch Case Statement



- The switch statement in C is an alternate to if-else-if ladder statement which allows us to execute multiple operations for the different possible values of a single variable called switch variable.
- Here, We can define various statements in the multiple cases for the different values of a single variable.

Syntax



```
switch(expression)
{
    case value1:
        //code to be executed;
        break;

    case value2:
        //code to be executed;
        break;
    .....

    default:                //code to be executed
}
```

Rules for switch statement in C language



- 1) The ***switch expression*** must be of an integer or character type.
- 2) The ***case value*** must be an integer or character constant.
- 3) The ***case value*** can be used only inside the switch statement.
- 4) The ***break statement*** in switch case is not must. It is optional. If there is no break statement found in the case, all the cases will be executed present after the matched case.
- 5) It is known as ***fall through*** the state of C switch statement.

Some Valid & Invalid Cases

Valid Switch	Invalid Switch	Valid Case	Invalid Case
switch(x)	switch(f)	case 3;	case 2.5;
switch(x>y)	switch(x+2.5)	case 'a';	case x;
switch(a+b-2)		case 1+2;	case x+2;
switch(func(x,y))		case 'x'>'y';	case 1,2,3;

/*Switch Case Statement - Menu Driven Program */

```
#include<stdio.h>  
#include<conio.h>
```

```
void main()
```

```
{
```

```
    int ch;
```

```
    printf("1. Statement 1");
```

```
    printf("\n2. Statement 2");
```

```
    printf("\n3. Statement 3");
```

```
    printf("\n\nEnter the choice: ");
```

```
    scanf("%d",&ch);
```

```
    switch(ch)
```

```
    {
```

```
        case 1:  printf("hello ggi");                break;
```

```
        case 2:  printf("welcome to department of BCA");    break;
```

```
        case 3:  printf("we are learning C++ programming"); break;
```

```
        default: printf("Invalid input...");
```

```
    }
```

```
}
```