

# Case

The `case` statement is a shorthand for JavaScript's `switch` statement. It takes the following form:

```
- var friends = 10
case friends
  when 0
    p you have no friends
  when 1
    p you have a friend
  default
    p you have #{friends} friends
```

```
<p>you have 10 friends</p>
```

## Case Fall Through ¶

You can use fall through, just as you would in a JavaScript `switch` statement.

```
- var friends = 0
case friends
  when 0
  when 1
    p you have very few friends
  default
    p you have #{friends} friends
```

```
<p>you have very few friends</p>
```

The difference, however, is a fall through in JavaScript happens whenever a `break` statement is not explicitly included; in Pug, it only happens when a block is completely missing.

If you would like to not output anything in a specific case, add an explicit unbuffered `break` :

```
- var friends = 0
case friends
  when 0
    - break
  when 1
    p you have very few friends
  default
    p you have #{friends} friends
```

## Block Expansion ¶

Block expansion may also be used:

```
- var friends = 1
case friends
  when 0: p you have no friends
  when 1: p you have a friend
  default: p you have #{friends} friends
```

```
<p>you have a friend</p>
```

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