switch Statements

In this lesson, we will learn all about switch statements, their use, and syntax.



What are switch statements?

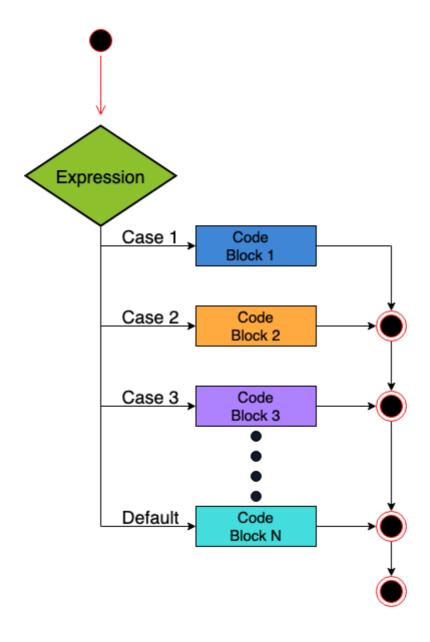
A switch statement is a unique conditional statement that allows a **variable** to be tested for equality against a list of values. Each value is called a case.

The variable is checked for each case.

switch Statements basically provide decision making capability: choose an option corresponding to the expression. The options are chosen based on two criteria of the options:

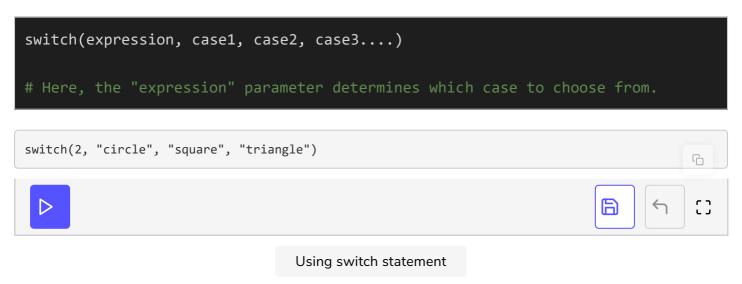
- **Based on Index** Choose the option whose index corresponds to the value of the expression.
- **Based on Matching Value** Choose the option which is an exact match of the expression.

The code flow of switch statement can be represented using the following illustration.



Let's dive right into the syntax and implementation.

Syntax



In the above code, the expression directs the program to choose the second option.

Let's have a look at some more examples:

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In the code snippet below, we use the variable input that contains the index of the *case* we want to select.



In the code snippet below, we use the variable <code>input</code> that contains the exact matching value of the *case* we want to select. In this case, the compiler matches the value and returns the object associated with it.



Let's take a brief quiz to test your concepts about conditional statements.