switch and case

In this lesson, we will learn about the switch statement.

We'll cover the following

Introduction

The **switch** statement is a conditional statement similar to `if-else`. It has different case clauses specified by the `case` keyword which are similar to conditions in an `if-else` statement. `switch` takes an expression and the case clause which is equivalent to that expression will be executed.

`switch` differs from `if-else` in the fact that `if` statements can only return `true` or `false`, and can only be defined as such. Case clauses, on the other hand, are not restricted to boolean values (integers, strings, or compile-time constants). However, make sure the case clauses have the same type as the expression.

> Switch statements in Dart are intended for limited circumstances, such as in interpreters or scanners.

Syntax

The syntax of `switch-case` is as follows:

```
switch(expression) {
  case caseClause1:
    conditional code
    break
  case caseClause2:
    conditional code
    break
...
  default:
    default code
}
```

The **expression** will be compared with the **caseClause** using `==`. When the **caseClause** is found, the conditional code for that particular case is executed, and the `break` statement breaks from the `switch` statement as only one case can be executed. If none of the cases are equal to the expression, the **default** clause is executed.

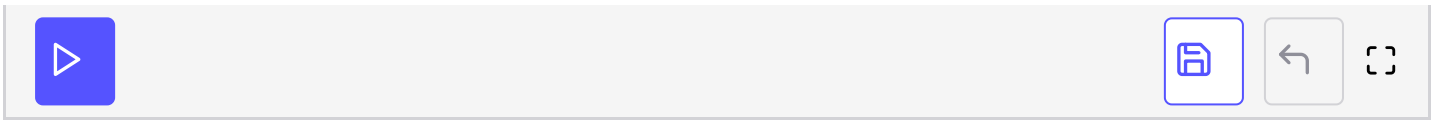
Example

In our example below, we have a `command`. Based on the value of the command, a statement will be printed.

```
main() {
  var command = 'OPEN';

  switch(command) {
    case 'CLOSED':
      print('closed');
      break;
    case 'PENDING':
      print('pending');
      break;
    case 'APPROVED':
      print('approved');
      break;
```

```
    case 'DENIED':
      print('denied');
      break;
    case 'OPEN':
      print('open');
      break;
    default:
      print('command unknown');
  }
}
```



When you run the code snippet above, the output will display `open`. This is because the value of `command`, which is passed to `switch`, has the value `OPEN`. This is handled by the 5th case under which the conditional code is `print('open')`.

> **Try it Yourself:** Try changing the value assigned to `command` and see how the output changes.

In the next lesson, we have a challenge for you to solve for yourself.