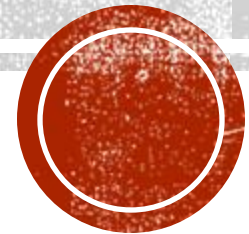# C LANGUAGE

NOTE

Chapter 6 : Switch-case conditional expressions

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SWITCH-CASE CONDITIONAL EXPRESSIONS

- Switch-case conditional expression is another skill for conditional expresstions.

- Actually, we usually use if-else and seldom use switch-case because if-else is more convenient than switch-case, but in APCS , Switch-case appears very frequently. In this term, we still have to know this skill.

- When we use switch-case , it will be like (see next page) .

SWITCH-CASE EXPRESSION EXAMPLE

- switch(*variable which would be judged*)
- {
-         case *the conditon* (might be a number , a char or a range) :
-                 //program
-                 break;
-         case *another conditon* (might be a number , a char or a range) :
-                 //program
-                 break;
-     default :
-                 //program
-                 break;
- }

SWITCH-CASE EXPRESSION EXPLAIN

- In switch-case expression, we need to put a variable into the switch function.

- And the switch function will use this variable to judge the conditions we write in the cases.

- Case will be like the if , default will be like else function.

- In switch-case, in the end of all the cases or default functions , we always need to have a "break;" to let the program jump out of the switch function.(you can try that what will happen if we write cases without "break;" , APCS tested this concept before in the Multiple choice question.)

- "break;" will be explained again in the loops' chapter.

CASE CONDITION EXPRESSION

- switch (variable)

- {

- case 1 : // like a number (if varialbe = 1)

- printf("1\n") ;

- break;

- case 'A' : // like a char (if variable = 'A'

- printf("2\n") ;

- break;

- case 1 ... 90 : // like a tange of number (if 1 <= variavle <= 90)

- printf("3\n") ;

- break;

- default :   // else

- printf("4\n ") ;

- break;

- }

SAMPLE PRACTICE

- Practice 6 :
  - Please write a program, input a variables as a score.
  - When score >= 90 , output "A" .
  - When 90 > score >= 80 , output "B".
  - When 80 > score >= 70 , output "C".
  - When 70 > score >= 60 , output "D".
  - When score < 60 , output "F".
  - Please use the switch-case conditional expression to do it.

SAMPLE PRACTICE ANSWER


```c
practice_6.c

1   #include <stdio.h>
2
3   int main ()
4   {
5       int score ;
6       printf( "Input a score : " ) ;
7       scanf( "%d" , &score ) ;
8       switch ( score )
9       {
10          case 90 ... 100 :
11              printf( "A\n" ) ;
12              break ;
13          case 80 ... 89 :
14              printf( "B\n" ) ;
15              break ;
16          case 70 ... 79 :
17              printf( "C\n" ) ;
18              break ;
19          case 60 ... 69 :
20              printf( "D\n" ) ;
21              break ;
22          default :
23              printf( "F\n" ) ;
24              break ;
25      }
26  }
```

編譯器訊息   資源檔   編譯紀錄   除錯
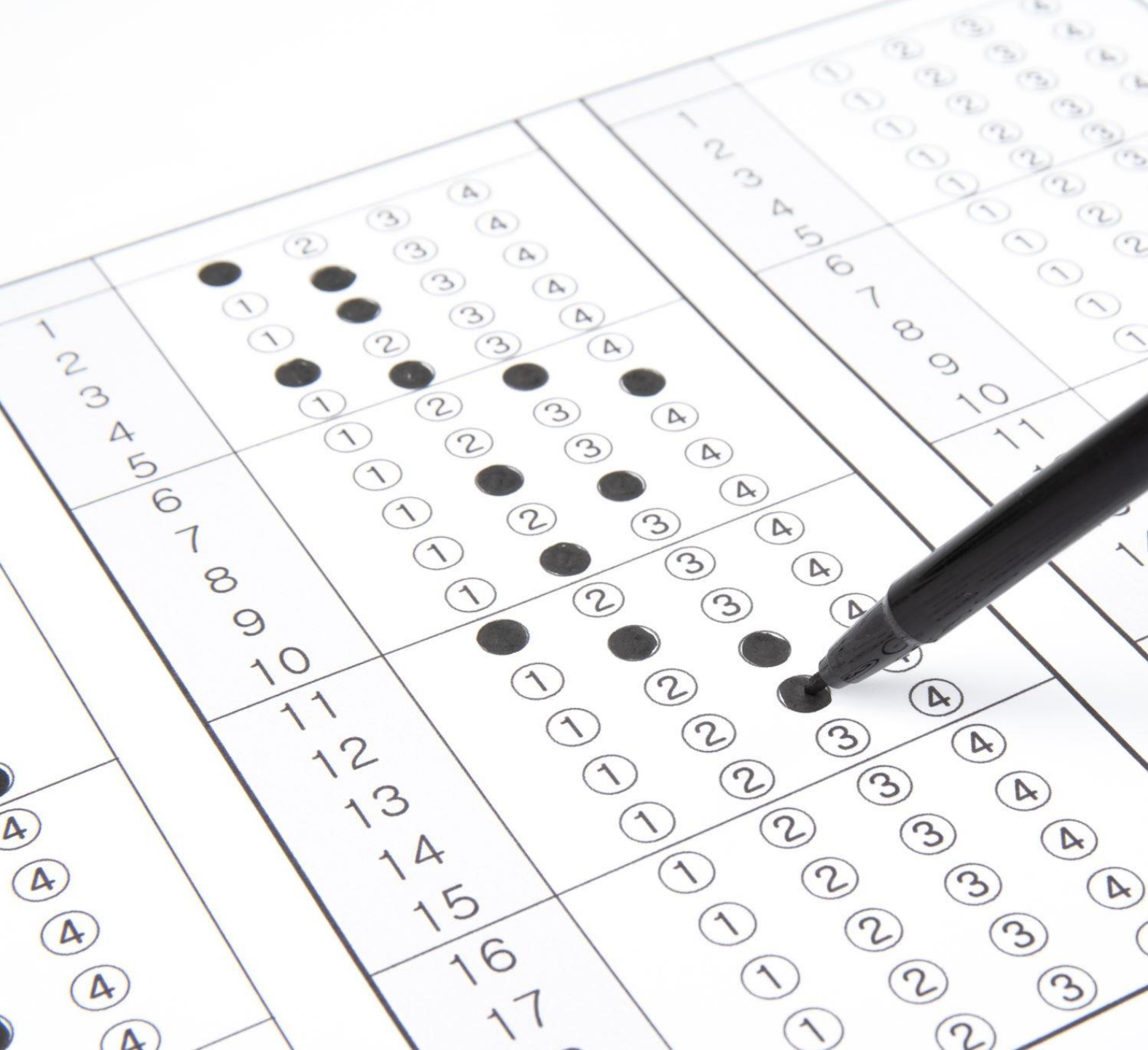
C:\Users\User\Desktop\IG C NOTE\Practice\practice_6.exe

```
Input a score : 95
A

----------------------------------
Process exited after 4.982 seconds with return value 0
請按任意鍵繼續 . . .
```

IF YOU WANT FULL OF THIS NOTE AND THE ANSWER OF ADVANCED PRACTICE

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