SWITCH STATEMENTS

A switch statement is like an If Else statement going through code until something is true. It's an alternative to a complex if structure when simply checking the value of a single variable. Switch statements are also more readable.

The switch() statement takes the form:

```csharp
switch (<variable>)
{
    case value1:
        //this code executes if the variable == value1
        break;
    case value2:
        //this code executes if the variable == value2
        break;
    .
    .
    default:
        //this code executes if no other code has been executed
        break;
}
```

- The break statements, though optional, will almost always be there. If a break statement is not seen at the end of a particular case, the following case or cases will execute until a break is encountered. This is different behavior than seen in if statements, where only one "case" could be executed. Second, all the execution blocks in a switch structure are enclosed in curly braces, but the blocks within each case do not have to have braces (they are optional). This is different from most code blocks in C#.

EXAMPLE #1

```csharp
switch (color1)
{
    case 1:
        picbox1.Image = Properties.Resources.Blue;
        break;
    case 2:
        picbox2.Image = Properties.Resources.Red;

        break;
    case 3:
        picbox3.Image = Properties.Resources.Yellow;
        break;
    case 4:
        picbox4.Image = Properties.Resources.Green;
        break;
}
```

EXAMPLE #2

```csharp
switch (age)
{
    case 5:
        lblGrade.Text = "Kindergarden";
        break;
    case 6:
        lblGrade.Text = "1st Grade";

        break;
    case 7:
        lblGrade.Text = "2nd Grade";
        break;
    case 8:
        lblGrade.Text = "3rd Grade";
        break;
    default:
        lblGrade.Text = "Older Child";
        break;
}
```