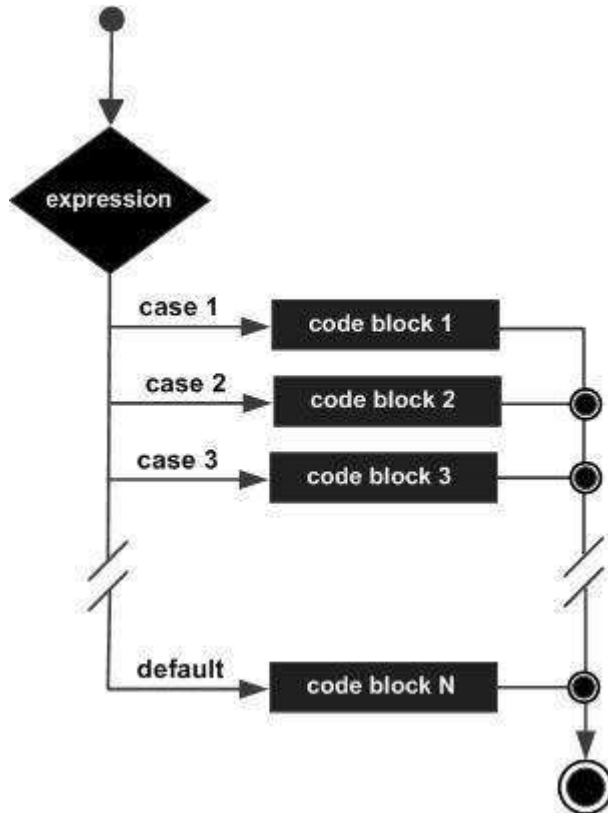


JavaScript - Switch Case

Flow Chart

The following flow chart explains a switch-case statement works.



Syntax

The objective of a **switch** statement is to give an expression to evaluate and several different statements to execute based on the value of the expression. The interpreter checks each **case** against the value of the expression until a match is found. If nothing matches, a **default** condition will be used.

```
switch (expression) {  
  case condition 1: statement(s)  
    break;  
  
  case condition 2: statement(s)  
    break;  
  ...  
  
  case condition n: statement(s)  
    break;  
  
  default: statement(s)  
}
```

The **break** statements indicate the end of a particular case. If they were omitted, the interpreter would continue executing each statement in each of the following cases.

We will explain **break** statement in **Loop Control** chapter.

Example

Try the following example to implement switch-case statement.

```
<html>
  <body>
    <script type = "text/javascript">
      <!--
        var grade = 'A';
        document.write("Entering switch block<br />");
        switch (grade) {
          case 'A': document.write("Good job<br />");
                     break;

          case 'B': document.write("Pretty good<br />");
                     break;

          case 'C': document.write("Passed<br />");
                     break;

          case 'D': document.write("Not so good<br />");
                     break;

          case 'F': document.write("Failed<br />");
                     break;

          default:  document.write("Unknown grade<br />")
        }
        document.write("Exiting switch block");
      //-->
    </script>
    <p>Set the variable to different value and then try...</p>
  </body>
</html>
```

Output

```
Entering switch block
Good job
Exiting switch block
```

Break statements play a major role in switch-case statements. Try the following code that uses switch-case statement without any break statement.

```
<html>
  <body>
    <script type = "text/javascript">
      <!--
```

```
var grade = 'A';
document.write("Entering switch block<br />");
switch (grade) {
    case 'A': document.write("Good job<br />");
    case 'B': document.write("Pretty good<br />");
    case 'C': document.write("Passed<br />");
    case 'D': document.write("Not so good<br />");
    case 'F': document.write("Failed<br />");
    default: document.write("Unknown grade<br />")
}
document.write("Exiting switch block");
//-->
</script>
<p>Set the variable to different value and then try...</p>
</body>
</html>
```

Output

Entering switch block
Good job
Pretty good
Passed
Not so good
Failed
Unknown grade
Exiting switch block