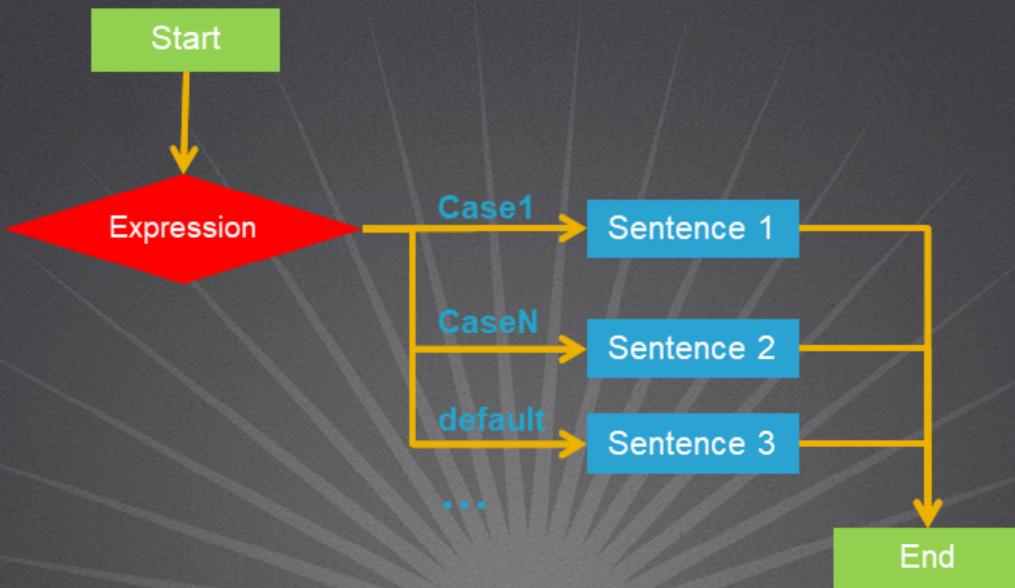


SWITCH



JAVA FUNDAMENTALS COURSE

www.globalmentoring.com.mx

Another way to make decisions is to use the switch control structure, which, as the name implies, is like using a switch.

Unlike the if / else structure, the switch structure will be used more when we have, for example, an options menu. For example, if we have 5 options, and each of them performs a different action, then the switch structure is ideal to handle these decisions.

The switch structure is less used than the if / else control structure, however it will be useful for more specific questions when making decisions as we will see in the following example.

Types **byte, short, int, char or String**

SWITCH SYNTAX

```
switch (expression) {
    case value1:
        //Sentences
        break;
    case value2:
        //Sentences
        break;
    case valueN:
        break;
    default:
        //Sentences
}
```

Every case ends with semicolon

The sentences do have semicolon

default is optional

www.globalmentoring.com.mx

We can observe the syntax of the switch structure. In versions prior to jdk 7, only values were supported in the expression to be evaluated by type byte, short, int or char, and from version jdk 7 onwards, the type String is also supported, although it is not a primitive type , is one of the Object types that we will use the most.

Once the evaluation of each of the cases (case) begins, one or more cases separated by comma may be included. Ex.

```
switch (expresion) {
    case value1: case value2: case value3:
        // Sentences
    break;

    case valueN:
        // Setencies
        break;
    default:
        // Setencies
}
```

The word break is used so that the flow is held and the evaluation of the other cases is finished, if we do not place it, the evaluation of each case will be followed. Finally, the word default is used to execute a block of code, if none of the cases coincided in its evaluation.