Example #1 - Programmer Assigned Values

#include <iostream>

using namespace std;

int main()

{

char score = 'B';

cout << "What score did you get on your test?" << endl;

switch (score) {

case 'A' :

cout << "You got an A - Congrats!" << endl;

break;

case 'B' :

cout << "You got a B" << endl;

break;

default :

cout << "Did you even take this test?" << endl;

}

return 0;

}

Example #2 - User Assigned Values

#include <iostream>

using namespace std;

int main()

{

char score;

cout << "What score did you get on your test?" << endl;

cin >> score;

switch (score) {

case 'A' :

case 'a' :

cout << "You got an A - Congrats!" << endl;

break;

case 'B' :

case 'b' :

cout << "You got a B" << endl;

break;

default :

cout << "Did you even take this test?" << endl;

}

return 0;

}

Example #3 - Ranges

#include <iostream>

using namespace std;

int main()

{

int score;

cout << "What score did you get on your test?" << endl;

cin >> score;

switch (score) {

case 90 ... 99:

cout << "You got an A - Congrats!" << endl;

break;

case 80 ... 89 :

cout << "You got a B" << endl;

break;

default :

cout << "Did you even take this test?" << endl;

}

return 0;

}

Example #4 - A+

#include <iostream>

using namespace std;

int main()

{

int score;

cout << "What score did you get on your test?" << endl;

cin >> score;

switch (score) {

case 100:

cout << "You got an A+ - Congrats!" << endl;

break;

case 90 ... 99:

cout << "You got an A - Congrats!" << endl;

break;

case 80 ... 89 :

cout << "You got a B" << endl;

break;

default :

cout << "Did you even take this test?" << endl;

}

return 0;

}