The "switch" Statement

```
switch ( var_name )
{
   case value :
                =
                =
                =
              break;
   case value :
                =
                =
              break;
   default :
                =
                =
}
```

```
if( a == 1 )
    printf("Monday");
else if( a == 2 )
    printf("Tuesday");
.
.
.
else
    printf("Wrong input");
```

```
switch( a )
{
   case 1 :
            printf("Monday");
            break;
   case 2 :
            printf("Tuesday");
            break;
   default :
            printf("Wrong input");
}
```

WAP to create a mini calculator . Your code should ask the user to input 2 integers and then again ask the user to choose an operation amongst addition , sbtraction, multiplication and division.
Then as per the user's choice the program must perform the selected operation and display the result

SAMPLE OUTPUT:
==========
Enter 2 int:
10 5
Select an operation:
1. Add
2. Subtract
3. Multiply
4. Divide
Enter your choice:3
Mult is 50

SAMPLE OUTPUT:
==========
Enter 2 int:
10 5
Select an operation:
1. Add
2. Subtract
3. Multiply
4. Divide
Enter your choice:5
Wrong choice

```
#include <stdio.h>
#include <conio.h>
void main()
{
  int a,b;
  int choice;
  clrscr();
  printf("Enter 2 int:");
  scanf("%d %d",&a,&b);
  printf("Select an operation:");
  printf("\n1.Add\n2.Sub\n3.Mult\n4.Divide");
  printf("\nEnter your choice:");
  scanf("%d",&choice);
```

```
switch(choice)
{
  case 1:
          printf("Sum is %d",a+b);
          break;
  case 2:
          printf("Diff is %d",a-b);
          break;

  case 3:
          printf("Mult is %d",a*b);
          break;

  case 4:
          printf("Div is %f",(float)a/b);
          break;
  default:
           printf("Wrong choice");
}
getch();
}
```

```
#include <stdio.h>
#include <conio.h>
void main()
{
  int a,b;
  char choice;
  clrscr();
  printf("Enter 2 int:");
  scanf("%d %d",&a,&b);
  printf("Select an operation:");
  printf("\nA,a.Add\nS,s.Sub\nM,m.Mult
\nD,d.Divide");
  printf("\nEnter your choice:");
  fflush(stdin);
  scanf("%c",&choice);
```

```
switch(choice)
{
   case 'A': case 'a':
            printf("Sum is %d",a+b);
            break;
  case 'S':
  case 's':
            printf("Diff is %d",a-b);
            break;

  case 'M': case 'm':
            printf("Mult is %d",a*b);
            break;

  case 'D': case 'd':
            printf("Div is %f",(float)a/b);
            break;
  default:
             printf("Wrong choice");
}
getch();
}
```

Restrictions On "switch"

(1)

✓ case 1:

✗ case 1.0:

✓ case 'a':

✗ case 1.0f:

(2) ✓ case 'A':

X case "Add":

(3)

✓ case 1:

✓ case 2:

X case 1:

④

✓ case 1+2:
=

✓ case 4-3:
=

✓ case 6*5:
=

✗ case 10.0/2.0:
=

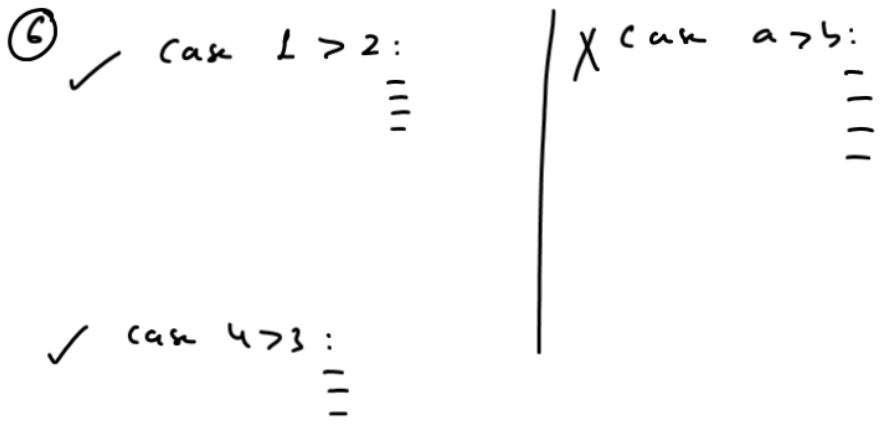
⑤

case 1:
=

case 2:
=

int x=1, y=2;

✗ case x:
=



Assignment
==========
Which statement amongst "if" and "switch" is better and why ?