```
/* switch */

switch value {case 0:
PrintLn("value is 0")
case 1:
PrintLn("value is 1")
    fallthrough // falls to the next case 'default'
default:
PrintLn("Invalid value= ${value}")
}

/* switch with enums*/
enum Enum {
  VALUE_1,
  VALUE_2
}

switch value {
case Enum.VALUE_1:
  PrintLn("value is VALUE_1")
case Enum.VALUE_2:
  PrintLn("value is VALUE_2")
default:
  PrintLn("Invalid value= ${value}")
}
```