/\* 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}”)

}