Rocket Uniface Library 10.4

selectcase

Define a block of conditional case selections.

selectcaseMatchExpression
  {caseExpression1{, Expression11 {, Expression1N} }
    ... zero or more ProcScript statements ...
  {caseExpression2{, Expression21 {, Expression2N} }
    ... zero or more ProcScript statements ...
...
  {elsecase
    ... zero or more ProcScript statements ... }
endselectcase

Clauses

Table: Clauses

Qualifier	Description
`case`	Marks the beginning of a conditional block of ProcScript to be evaluated.
`elsecase`	Marks the ProcScript to be executed if none of the case expressions match *MatchExpression*.
`endselectcase`	Marks the end of the case definitions.

Parameters

Table: Parameters

Parameter	Data Type	Description
MatchExpression, *Expression*	String	Expressions to evaluate. They can evaluate to any data type. Data type conversion may be performed to allow a proper comparison to be made. For more information, see [Data Handling in ProcScript]().

Return Values

None

Use

Allowed in all component types.

Description

The `selectcase` statement defines a series of conditional blocks of ProcScript. Each block is defined as a case.

The *MatchExpression* is compared to the *Expression*s on each `case` statement in turn. If *MatchExpression=Expression* is `TRUE`, the ProcScript statements in that block (up to the next `case`, `elsecase`, or `endselectcase` statement, are executed). If no *Expression* matches *MatchExpression*, the `elsecase` clause is executed.

If several cases are to be handled in the same manner, you can put multiple expressions on the case statement. For example:

```
selectcase vCase
 case 1, 2, 3
 ProcScript
 case 4
 ProcScript
 elsecase
ProcScript
endselectcase
```

A `selectcase`/`endselectcase` block is equivalent to the following `if`/`endif` block:

```
if(MatchExpression=Expression1)
      ...
elseif(MatchExpression=Expression2)
      ...
elseif(MatchExpression=ExpressionN)
      ...
else
    ...
endif
```

Example: Using `selectcase`

The following example illustrates the possibilities of the `selectcase` statement:

```
selectcase vVariable
 case "" ;an empty string
 message "vVariable is empty"
 case "ABC" ;a string
 message "vVariable is ABC"
 case "abc" ;a string
 message "vVariable is abc"
 case 'a*' ;a syntax string
 message "vVariable matches syntax a*"
 case "DEF%%$2XYZ%%%" ;a string
 message "vVariable is DEF%%$2XYZ%%%"
 case 123 ;an ordinary number
 message "vVariable is 123"
 case 1.23e_+13 ;a floating point number
 message "vVariable is 1.23e_+13"
 case MYFIELD.MYENTITY ;a field with value "abc"
 message "vVariable is abc"
 case $date ;a date
 message "vVariable is today"
 case $date + 7 ;a date
 message "vVariable is one week from today"
 elsecase
 message "vVariable is not what we expected"
endselectcase
```

Related concepts

[**if**](#)
[**repeat**](#)
[**while**](#)
[**Operators**](#)