Differences Between If-Else & Switch

- The expression inside of an if statement decides whether to execute the statements inside the if block or under the else block. For switch, the expression inside switch statement decides which case to execute.
- The if-else statement checks for equality as well as for logical expression. On the other hand, switch checks only for equality.
- The if statement evaluates integer, character, pointer or floating-point type or boolean type. On the other hand, switch statement evaluates only character or an integer datatype.
- Sequence of execution is like either statement under if block will execute or statements under else block statement will execute. However, the expression in the switch statement decides which case to execute and if you do not apply a break statement after each case it will execute till the end of switch statement.
- For an if-else statement, if the expression inside of the if turn outs to be false, the statement inside of the else block will be executed. For the switch statement, if the expression inside of the switch statement turns out to be false then the default statements are executed.
- It’s known to be difficult to edit if-else statements since it’s tedious to trace where the correction is required. Many people agree that

it’s much simpler to edit switch statements since they’re easy to trace.

Here’s the general layout of an if-else statement verses the switch case:

This is the general syntax of an if-else statement:

if (condition1) { //Body of if }

else if (condition2) { //Body of if }

else if (condition3) { //Body of if }

else { //default if all conditions return false }

And this is the general syntax for switch:

switch (variable)

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