



## Switch Statement

---

# Switch Statement

- Switch-case statement used to compare the value of a variable with multiple values and execute some statements based on the match.
- Switch statement's expression must be evaluated to a single value, it **can not** be long, double, float and Boolean data types.

```
switch(expression){  
    case constant1:  
        statements;  
        break;  
  
    case constant2:  
        statements;  
        break;  
  
    default:  
        statements;  
        break;  
}
```

# Switch Statement

```
switch(expression){  
    case constant1:  
        statements;  
        break;  
  
    case constant2:  
        statements;  
        break;  
  
    default:  
        statements;  
        break;  
}
```

No curly brackets for case blocks, even in case of more than 1 statements.

All the case block statements are optional including break. Blank case is perfectly legal code.

default block can appear anywhere in the code. It should not be the last one.

# Scanner Class

# Scanner Class

- Provides the methods to get inputs
- Presented in `java.util` package
- Need to be imported in our program

```
import java.util.Scanner;
```

keyword

package

class

# Scanner Creation/Declaration

- Must be instantiated before it can be used.
- The parameter `System.in` passed to the Scanner's constructor to connect the scanner to the keyboard

```
Scanner keyboard = new Scanner(System.in);
```

This declares a variable named keyboard. The variable can reference an object of the scanner class.

This creates a Scanner object in memory. The object will read input from `System.in`

# Scanner Methods

Method Name	Description
nextByte()	Returns input as a byte
nextShort()	Returns input as a short
nextInt()	Returns input as an int
nextLong()	Returns input as a long
nextFloat()	Returns input as a float
nextDouble()	Returns input as a double
nextBoolean()	Returns input as a boolean
next()	Returns input as a String, <b>reads the input only until a space</b>
nextLine()	Returns input as a String, <b>reads the entire input until the new line (press enter)</b>