CYDEO

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.

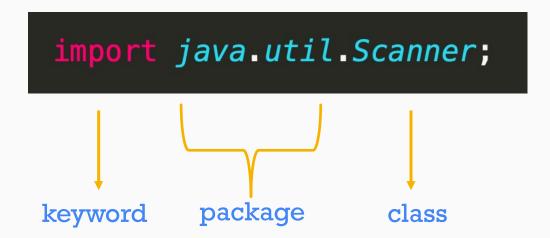
default block can appear anywhere in the code. It should not be the last one.



Scanner Class

Scanner Class

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





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, reads the input only until a space
nextLine()	Returns input as a String, reads the entire input until the new line (press enter)

