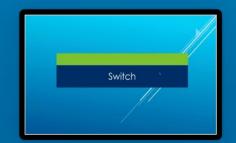
Switch

B

Testing for several different conditions



```
// Tools
const int Pen{ 10 };
const int Marker{ 20 };
const int Eraser{ 30 };
const int Rectangle{ 40 };
const int Circle{ 50 };
const int Ellipse{ 60 };
```

switch

```
int tool{ Pen };
switch (tool) {
    case Pen: {
        std::cout << "Active tool is pen" << std::endl;</pre>
    break;
    case Marker: {
        std::cout << "Active tool is Marker" << std::endl;</pre>
    break;
    default: {
        std::cout << "Can't match any tool" << std::endl;</pre>
```

Break;

The break statement after each case is very important. It stops processing the switch block when a successful case has been found. If the break statement is not there, all the cases following the current case will be executed.

Integral types and enums : int, long, unsigned short, etc.