



Switch

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;  
    }  
    break;  
  
    case Marker: {  
        std::cout << "Active tool is Marker" << std::endl;  
    }  
    break;  
  
    default: {  
        std::cout << "Can't match any tool" << std::endl;  
    }  
}
```


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.

condition

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