H – Case Structures

# Overview

This topic introduces the C# switch statement which is used to code case structures. The following new keywords are introduced.

* switch
* case
* default
* break

**Daily LOGs**

The following daily LOGs are covered in this package.

**General Programming Concepts and Terms**

* **Describe the syntax of the switch statement**
  + *Demonstrate your ability to meet this learning outcome guide by completing the related assignments.*
* **Discuss the limitations of the switch statement in C# and the available alternatives for the times that we can’t use a switch statement**
  + Switch statements only work with integral data types (such as char and int).
  + The individual case values must be constants; variable expressions are not allowed for the matching cases.
  + Switch statements only check for exact matches (meaning that there is an implied “is-equal-to” comparison); other relational comparisons, such as greater than or less than, are not allowed.
  + When it is not possible to use switch statements, case structures can be written up as nested and/or stacked if-else structures to make use of the if-else statement.