

Switch Statements

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If using more than two **else if** statements to check the same condition then use a **Switch Statement**.
Useful for cleaning up numerous **else if** statements.

switch (**condition**)

case **value**:

Run code

break;

Default is similar to an else.

```
int easyMode = 0;
```

```
int mediumMode = 1;
```

```
int hardMode = 2;
```

```
int currentMode;
```

```
void Start()
```

```
{
```

```
    currentMode = Random.Range(0,3);
```

```
}
```

```
void Update()
```

```
{
```

```
    switch(currentMode)
```

```
    case 0:
```

```
        Debug.Log("Easy Mode");
```

```
        break;
```

```
    case 1:
```

```
        Debug.Log("Medium Mode");
```

```
        break;
```

```
    case 2:
```

```
        Debug.Log("Hard Mode");
```

```
        break;
```

```
}
```