

## Definition of the Program

This Program demonstrate the use of Switch Statements in Java for decision making based on user input. The program prompts the user to enter a fruit name and then prints a corresponding message based on the fruit entered. It also prompts the user to enter a day number (1-7) and categorizes the day as either a weekday or weekend.

The Program uses two types of Switch Statements:

1. Traditional Switch Statement: This requires explicit break statements to prevent fall-through.
2. Enhanced Switch Statement: This is a more concise form that does not require break statement and can handle multiple cases in a single line.

## Algorithm:

1. Start
2. Create a Scanner object for input.
3. Prompt the user to enter a fruit name
4. Read the input and store it in fruit.
5. Use a Switch Statement to match the fruit.

\* Case "Mango":

Print "the king of the fruits".

Break.

\* Case "apple":

Print "the fruit is in red color"

Break.

\* Case "grapes":

Print "this is the Smallest Fruit"

Break.

\* Case "Strawberry":

Print "this fruit is in red color".

Break.

\* Default:

Print "Please Enter a Valid character"

Break.

6. Prompt the user to enter a day number.
7. Read the input and store it in day.

8. Use a switch statement to match the day.

\* Cases 1, 2, 3, 4, 5:

Print "Weekdays"

\* Case 6, 7:

Print "Weekends".

9. End.