

```
Options Debug Break/watch
  File Edit
               Run
                     Compile Project
     Line 13
               Col 19 Insert Indent Tab Fill Unindent * E:2PM.C
#include<stdio.h>
#include<conio.h>
void main()
clrscr();
if(10!=10)
if(20 > = 20)
puts("Hi");
else puts("Hello");
getch();
/* Blank screen */_
File Edit Run Compile Project
                                      Options Debug Break/watch
     Line 13
               Col 7
                      Insert Indent Tab Fill Unindent * E:2PM.C
#include<stdio.h>
#include<conio.h>
void main()
clrscr();
if(10!=10)
if(20 > = 20)
puts("Hi");
puts("Hello");
getch();
/* Hel<u>l</u>o */
                                                       Activate Windows
Go to PC settings to activate Windows.
```

```
File Edit
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                                                                                                                                                                        Project
                                                                                                                                                                                                                                     Options Debug Break/watch
                                Line 12
                                                                                           Col 12 Insert Indent Tab Fill Unindent * E:2PM.C
#include<stdio.h>
#include<conio.h>
void main()
clrscr();
printf("%d\n", 0?1?2:3:4);
printf("%d\n", 1?0?2:3:4);
printf("%d\n", 1?2?0:3:4);
getch();
                  4, 3, 0*/
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```

```
1 ? 2 ? 0 : 3 : 4;
con ? t : f
```

SWITCH STATEMENT

It is a selection statement.

It is used to execute one case of statements from no of cases according to the switch expression value matched with case expression value. In switch the program is jumped to matching case like the go to label.

It is similar to ladder if in working style.

Switch performance is high when compared with ladder if because of it jumps to matching case.

```
Syntax:
switch(condition / expression)
{
case constexp1:
statements;
break;
case constexp2:
statements;
break;
case constexpN:
statements;
```

```
break;
[ default: statements; ]
}
```

Here switch, case, break, default are the keywords.

In between case and case expression / value at least one space should be provided. Otherwise it will become a label.

case expression/value should be a constant integer/char value. i.e. float / string not allowed.

One case contains one expression only.

case expression doesn't contain any separators
like, etc.

case expression should be end with: (colon)

Each case should be separated with break keyword. Otherwise remaining cases also executed.

Duplicate cases not allowed.

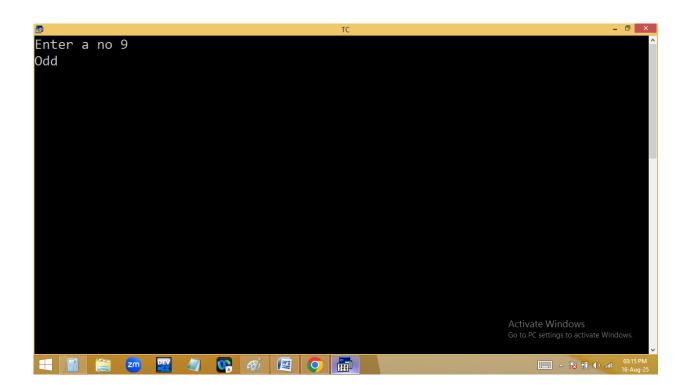
default is similar to the else and all cases are failed then default statements are executed. Default is optional and we can declare it anywhere in our switch.

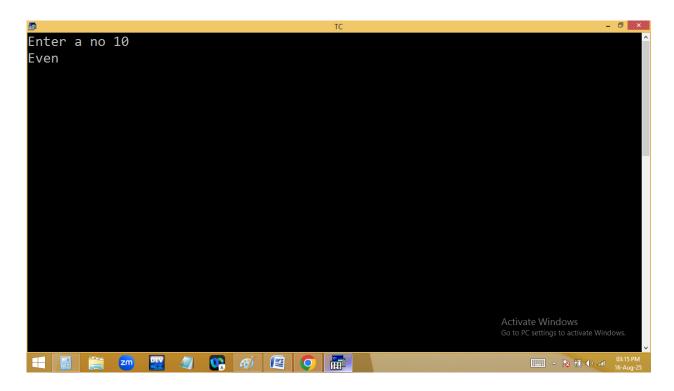
Outside case expressions not considered in switch.

- 1. Case value should be a const int.
- 2. Variables not allowed in case.
- 3. Float / string not allowed.
- 4. Duplicate cases not allowed.
- 5. Case and case value have to separated with at least one space.
- 6. If space not provided then it is converted into a label.
- 7. Every case should be end with:
- 8. Break is optional and when it is not there, remaining case also executed until the next break is occurred.
- 9. Case doesn't allows range of values.
- 10. Case doesn't allows, . like separators,
- 11. Default is optional and working similar to else. We can declare default anywhere.
- 12. Switch, case, break and default are the keywords.

Finding even/odd using switch:

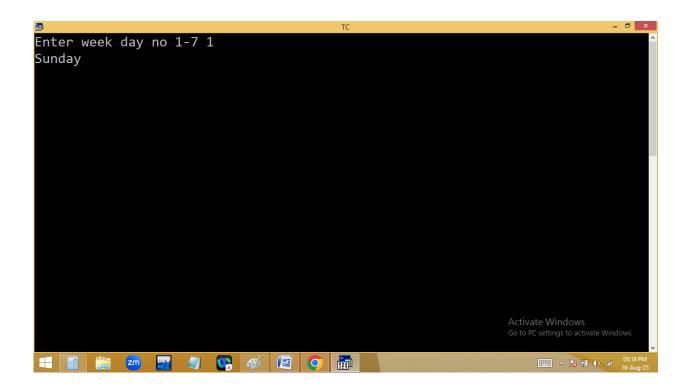
```
File
         Edit
                     Compile
               Run
                               Project
                                        Options
                                                  Debug
                                                         Break/watch
     Line 16
                Col 1
                       Insert Indent Tab Fill Unindent * E:2PM.C
#include<stdio.h>
#include<conio.h>
void main()
int n;
clrscr();
printf("Enter a no "); scanf("%d",&n);
switch(n%2)
case 0: puts("Even");break;
default: puts("Odd");
getch();
                 △ 🔯 📆 (b) and 16-Au
```

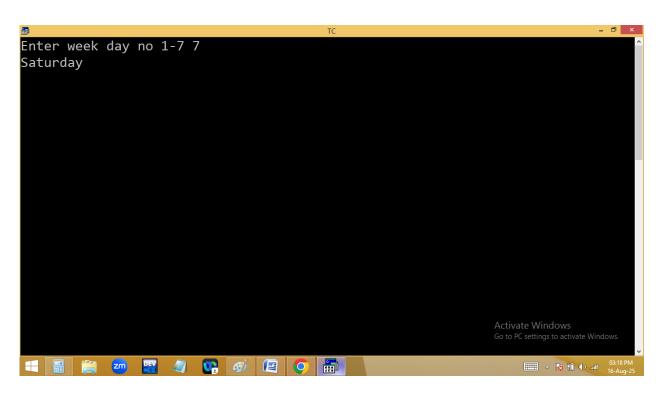


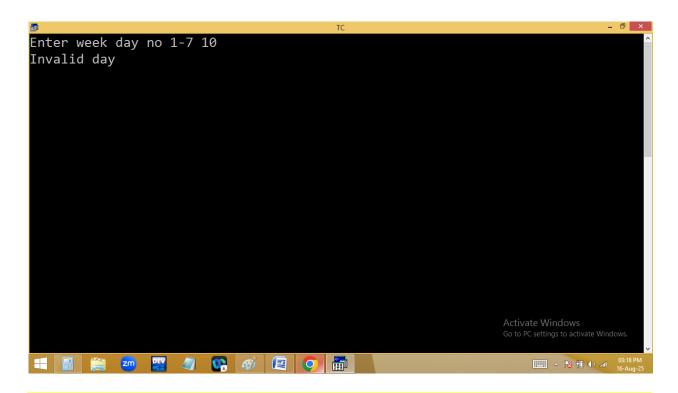


Finding week day name:

```
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#include<stdio.h>
#include<conio.h>
void main()
int n;clrscr();
printf("Enter week day no 1-7 "); scanf("%d",&n);
switch(n)
case 1: puts("Sunday");break;
case 2: puts("Monday");break;
case 3: puts("Tuesday");break;
case 4: puts("Wednesday");break;
case 5: puts("Thursday");break;
case 6: puts("Friday");break;
case 7: puts("Saturday");break;
default: puts("Invalid day");
                                                        Activate Windows
getch();
△ 🔯 🕆 🕠 and 16-Aug
```

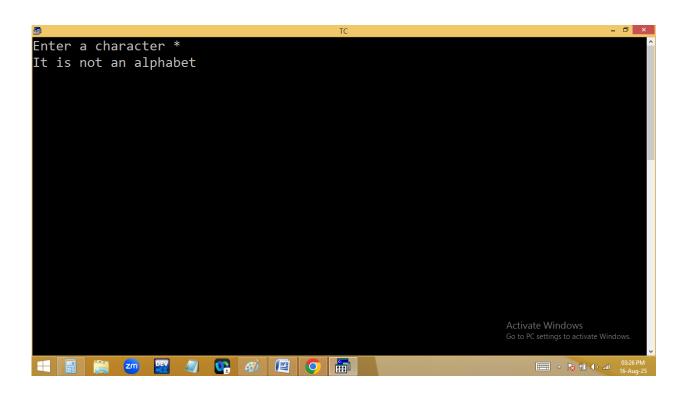


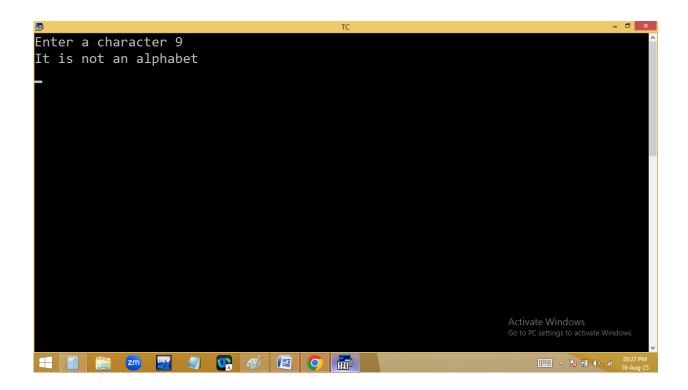


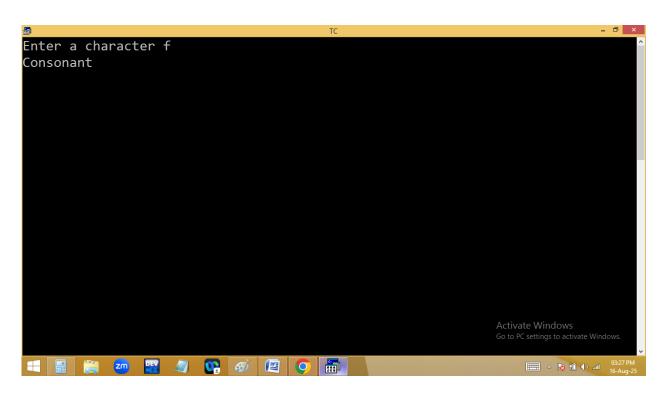


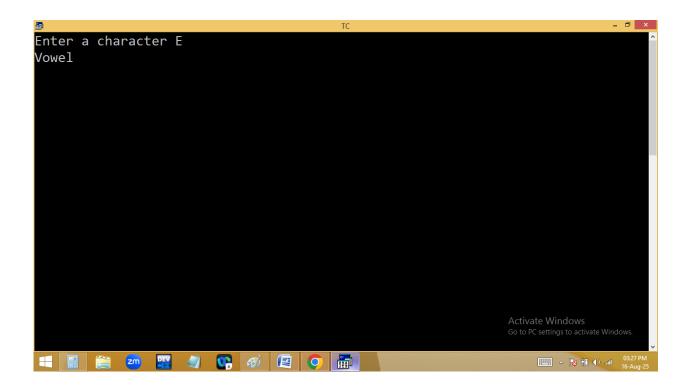
Read a character and find out it is vowel/consonant using switch?

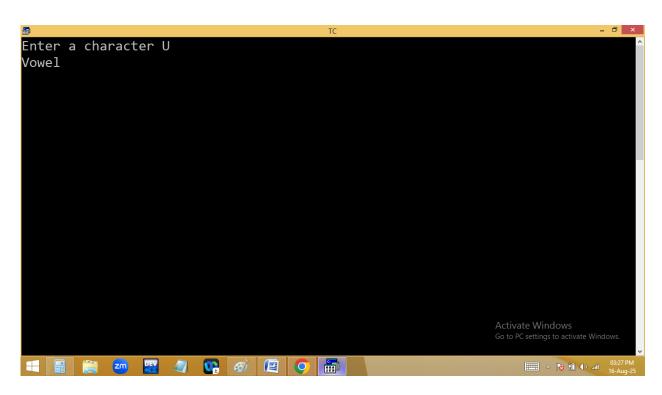
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#include<stdio.h>
#include<conio.h>
void main()
char ch;
clrscr();
printf("Enter a character "); scanf("%c",&ch);
if(ch>='A'&&ch<='Z')ch+=32;
if(ch>='a'&&ch<='z')
switch(ch)
case 'a': case 'e': case 'i': case 'o': case 'u': puts("Vowel");break;
default : puts("Consonant");
else puts("It is not an alphabet");
getch();
```



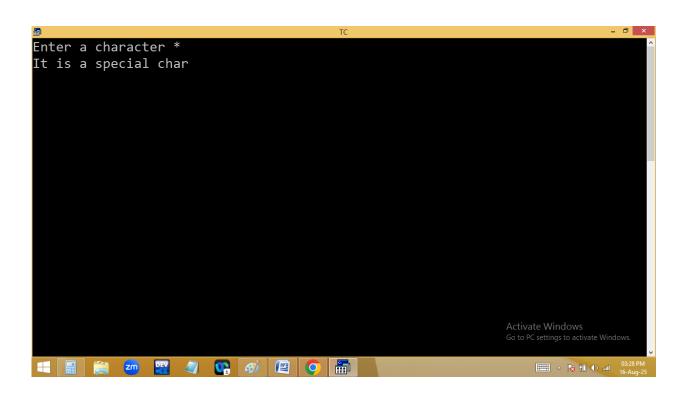




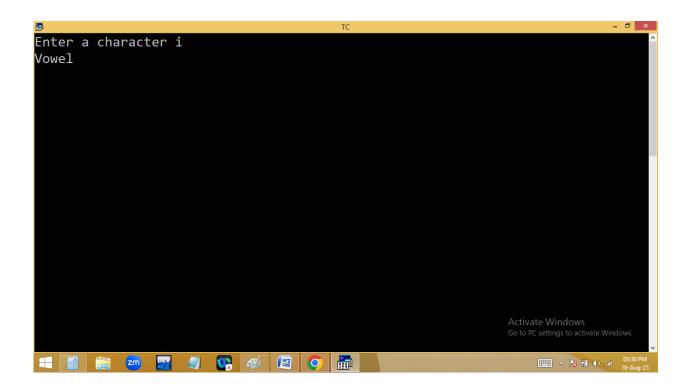


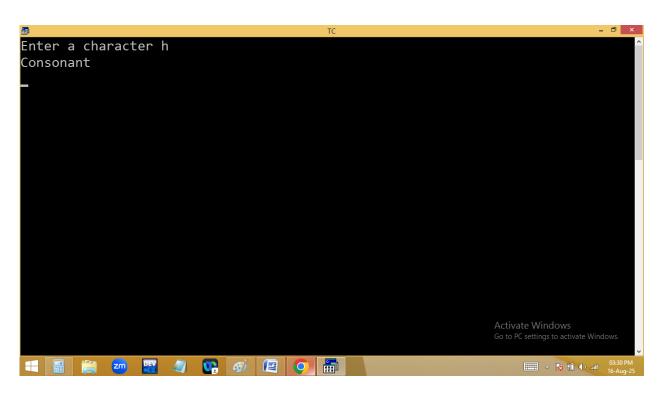


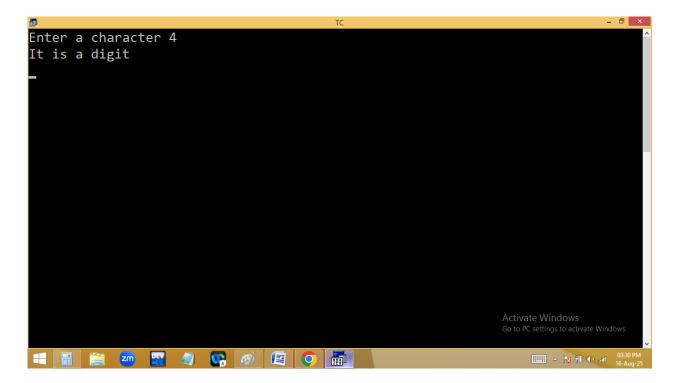
```
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#include<stdio.h>
#include<conio.h>
void main()
char ch; clrscr();
printf("Enter a character "); scanf("%c",&ch);
if(ch>='A'&&ch<='Z')ch+=32;
if(ch>='a'&&ch<='z')
switch(ch)
case 'a': case 'e': case 'i': case 'o': case 'u': puts("Vowel");break;
default : puts("Consonant");
else if(ch>='0'&& ch<='9')puts("It is a digit");
else puts("It is a special char");
getch();
```



```
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Enter a character i
Vowel
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                                                                 - 🗇 ×
#include<stdio.h>
#include<conio.h>
void main()
char ch; clrscr();
printf("Enter a character "); scanf("%c",&ch);
if(ch>='A'&&ch<='Z')ch+=32;
if(ch>='a'&&ch<='z')
switch(ch=='a'||ch=='e'||ch=='i'||ch=='o'||ch=='u')
case 1: puts("Vowel");break;
default : puts("Consonant");
else if(ch>='0'&& ch<='9')puts("It is a digit");
else puts("It is a special char");
getch();
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```







Home work:

