

**Limitations of the original condition:**

- Condition: `if (a > b)`
- `{`
- `if (a > c)`
- `if (a > d)`
- `if (a > e)`
- `if (a > f)`

**Limitation of if else:**

The major limitation with if condition is, it checks the condition again and again, so it increases the burden of the system. So we have to use switch case instead of if else.

**Switch Statement in Java:**

- `switch (expression)`
- `{`
- `case constant1:`   //Statement to be executed;
- `case constant2:`   //Statement to be executed;
- `case constant3:`   //Statement to be executed;
- `case constant4:`   //Statement to be executed;
- `case constant5:`   //Statement to be executed;
- `default:`            //Statement to be executed;

**New application of writing Switch Case:**

```
public class SwitchCase {
    public static void main(String[] args) {
        int a = 10;
        int b = 10;
        int c = 10;
        int d = 10;
        int e = 10;
        int f = 10;
        if (a > b) {
            System.out.println("a is greater than b");
        }
        if (a > c) {
            System.out.println("a is greater than c");
        }
        if (a > d) {
            System.out.println("a is greater than d");
        }
        if (a > e) {
            System.out.println("a is greater than e");
        }
        if (a > f) {
            System.out.println("a is greater than f");
        }
    }
}
```

```

graph TD
    A[switch (expression)] --> B{ }
    B --> C1[case constant1]
    B --> C2[case constant2]
    B --> C3[case constant3]
    B --> C4[case constant4]
    B --> C5[case constant5]
    B --> D[default]
    C1 --> E1[Statement to be executed]
    C2 --> E2[Statement to be executed]
    C3 --> E3[Statement to be executed]
    C4 --> E4[Statement to be executed]
    C5 --> E5[Statement to be executed]
    D --> E6[Statement to be executed]

```

and break, both are needed to make it work.