

Switch Statements

In switch statements, you can jump to various cases based on your expression.

Syntax:

```
switch (expression) {  
    // cases  
    case one:  
        // do something  
        break;  
    *  
    case two:  
        // do something  
        break;  
    default:  
        // do something
```

NOTE:

- cases have to be the same type as expressions, must be a constant or literal
- duplicate case values are not allowed
- break is use to terminate the sequence
- if break is not used, it will continue to next case
- default will execute when none of the above does
- if default is not at the end, put break after it

```
switch (fruit) {  
    case "Mango":  
        System.out.println("King of fruits");  
        break;  
    case "Apple":  
        System.out.println("A sweet red fruit");  
        break;  
    case "Orange":  
        System.out.println("Round fruit");  
        break;  
    case "Grapes":  
        System.out.println("Small fruit");  
        break;  
    default:  
        System.out.println("please enter a valid fruit");  
}
```

```
switch (fruit) {  
    case "Mango" -> System.out.println("King of fruits");  
    case "Apple" -> System.out.println("A sweet red fruit");  
    case "Orange" -> System.out.println("Round fruit");  
    case "Grapes" -> System.out.println("Small fruit");  
    default -> System.out.println("please enter a valid fruit");  
}
```

```
int day = in.nextInt();  
switch (day) {  
    case 1 -> System.out.println("Monday");  
    case 2 -> System.out.println("Tuesday");  
    case 3 -> System.out.println("Wednesday");  
    case 4 -> System.out.println("Thursday");  
    case 5 -> System.out.println("Friday");  
    case 6 -> System.out.println("Saturday");  
    case 7 -> System.out.println("Sunday");  
}
```