

Chapter 9 Statements

There is rarely a reason to introduce a variable before there is a value for it to hold.

A plain "enum" can be implicitly converted to an Integer and then to a bool, whereas an enum class cannot.

The operators `&&` and `||` will not evaluate their second argument unless doing so is necessary.

The expression in the case labels must be a const expression of integral or enum type.

Be aware that a case of switch must be terminated somehow unless you want to carry on executing the next case.

It is a good idea to comment the (rare) cases in which a fall-through is intentional so that an uncommented fall-through can be assumed to be an error.

Declaration in cases can be bypassed but initialization cannot.

If we need a variable within a switch-statement, we can limit its scope by enclosing its declaration and its use in a block.

If you need to modify an element in a range-for loop, the element variable should be a reference, `for (int& a: v)`