

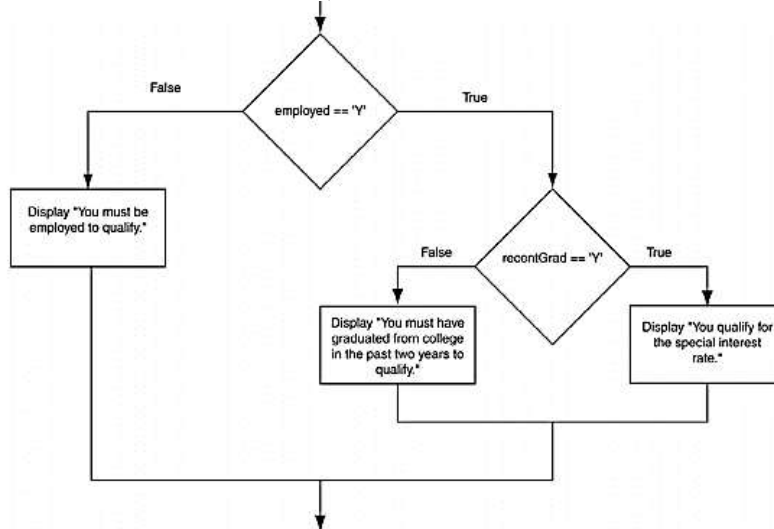
## LAB 07: Control Structures (switch Statement/Nested if)

**Objective(s):** Upon completion of this lab session, learners will be able to:

**CLOs:** CLO1, CLO4

**Nested if Statement:**

Test more than one condition, and if statement can be nested inside another if statement.



Example:

// This program demonstrates a nested if statement.

```
#include <iostream>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
    char employed, recentGrad;
```

```
    cout << "Answer the following questions\n";
```

```
    cout << "with either Y for Yes or ";
```

```
    cout << "N for No.\n";
```

```
    cout << "Are you employed? ";
```

```
    cin >> employed;
```

```
    cout << "Have you graduated from college ";
```

```
    cout << "in the past two years? ";
```

```
    cin >> recentGrad;
```

```
    if (employed == 'Y')
```

```
    {
```

```
        if (recentGrad == 'Y') {
```

```
            cout << "You qualify for the special ";
```

```
            cout << "interest rate.\n";
```

```
        }
```

```
    }
```

```
    return 0;
```

```
}
```

### Program Output

Answer the following questions with either Y for Yes or N for No.

Are you employed? Y[Enter]

Have you graduated from college in the past two years? Y[Enter]

You qualify for the special interest rate.

### Program Output

Answer the following questions with either Y for Yes or N for No.

Are you employed? Y[Enter]

Have you graduated from college in the past two years? N[Enter]

### Switch Statement:

The switch statement lets the value of a variable or expression determines where the program will branch.

### Syntax:

```
Switch (IntegerExpression)
{
    case ConstantExpression:
        // place one or more
        // statements here
    case ConstantExpression:
        // place one or more
        // statements here
        // case statements may be repeated as many
        // times as necessary
    default:
        // place one or more
        // statements here
}
```

### Example

```
#include <iostream>
using namespace std;
void main (){
    // local variable declaration:
    char grade;
    cout<<"Enter the grade of students ";
    cin>>grade;
    switch(grade){
    case 'A' :
        cout <<"Excellent!\n";
        break;
    case 'B' :
    case 'C' :
        cout << "Well done\n";
        break;
```

```

        case 'D' :
            cout << "You passed\n";
            break;
        case 'F' :
            cout << "Better try again\n";
            break;
        default :
            cout << "Invalid grade\n";
    }
}

```

### OUTPUT

#### a) Case “A”

If the user entered letter grade A. The compiler executes case A statements.

```

Enter the grade of students A
Excellent!
Press any key to continue . . .

```

#### b) Case “B”

If the user entered letter grade B. The compiler executes case B statements.

```

Enter the grade of students B
Well done
Press any key to continue . . . _

```

#### c) Case “C”

If the user entered letter grade C. The compiler executes case C statements.

```

Enter the grade of students C
Well done
Press any key to continue . . . _

```

#### d) Case “D”

If the user entered letter grade D. The compiler executes case D statements.

```

Enter the grade of students D
You passed
Press any key to continue . . .

```

#### e) Case “F”

If the user entered grade F. The compiler executes case F statements.

```

Enter the grade of students F
Better try again
Press any key to continue . . .

```

f) Default Case:

If any other letter grade is entered. The default statement is executed.

```
Enter the grade of students L
Invalid grade
Press any key to continue . . .
```

Without the break statement, the program “falls through” all of the statements below the one with the matching case expression.

Lab Tasks:

**Task 1**

Attempt Task 1 and Task 3 from previous lab using switch statements. (Use symbols as user input operations)

**Task 2**

Serendipity Booksellers has a book club that awards points to its customers based on the number of books purchased each month. (Use Switch Statement)

The points are awarded as follows:

- If a customer purchases 0 books, he or she earns 0 points.
- If a customer purchases 1 book, he or she earns 5 points.
- If a customer purchases 2 books, he or she earns 15 points.
- If a customer purchases 3 books, he or she earns 30 points.
- If a customer purchases 4 or more books, he or she earns 60 points.

Write a program that asks the user to enter the number of books that he or she has purchased this month and then displays the number of points awarded.