

```
/*
```

*Rules for switch statements:*

*1.switch expression: Must be int or char.*

*2.Case value must be a integer or a char.*

*3.Case value must come inside switch.*

*4.Break is not a must.*

```
*/
```

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
int a=2;
```

```
switch(a){
```

```
case 3:
```

```
printf("Value is 3.");
```

```
case 2:
```

```
printf("Value is 2");
```

```
break;
```

```
default:
```

```
printf("Nothing matched");
```

```
}
```

```
return 0;
```

```
}
```