switch (expression)

{

case constant1:

// code to be executed if

// expression is equal to constant1;

break;

case constant2:

// code to be executed if

// expression is equal to constant2;

break;

.

.

.

default:

// code to be executed if

// expression doesn't match any constant

}

switch (Décision)

{

case 1:

// code to be executed if

// expression is equal to constant1;

break;

case 2:

// code to be executed if

// expression is equal to constant2;

break;

case 3:

// code to be executed if

// expression is equal to constant2;

break;

case 4:

// code to be executed if

// expression is equal to constant2;

break;

case 5:

// code to be executed if

// expression is equal to constant2;

break;

.

.

.

default:

// code to be executed if

// expression doesn't match any constant

}

L’idée est d’ici d’imaginer le programme de Décision comme un switch case dans lesquels il y aura les différentes situations rencontrées lors de l’acquisition et du traitement des images provenant de la camera de la Picar.