 *DEPARTMENT OF INFORMATION TECHNOLOGY*

Experiment No.3

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| **Experiment Number** | **3** | |
| **Experiment Title** | **Simple Calculator using Switch Case** | |
| **Resources / Apparatus Required** | Java Developer Kit , Command Prompt | Standard PC with Windows 7,8 or 10 |
| **Objectives**  **(Skill Set / Knowledge Tested / Imparted)** | To Learn the concept of using Switch Case. | |
| **Theory** | A **switch** statement allows a variable to be tested for equality against a list of values. Each value is called a case, and the variable being switched on is checked for each case. The syntax of switch() is :  switch(expression){  case value :  //Statements  break; //optional  case value :  //Statements  break; //optional  //You can have any number of case statements.  default : //Optional  //Statements  } | |
| **Program & output** | import java.lang.\* ;  import java.util.\* ;  class Calculator  {  public static void main(String[] args)  {  int a,b,c=0,n ;  Scanner s = new Scanner(System.in) ;    System.out.print("\nEnter 2 Numbers ") ;  a=s.nextInt();  b=s.nextInt();    System.out.print("\nEnter 1 for Addition,2 for Subtraction,3 for Multiplication or 4 for Division ") ;  n=s.nextInt();    switch(n)  {  case 1 : c=a+b ;  break ;  case 2 : c=a-b ;  break ;  case 3 : c=a\*b ;  break ;  case 4 : c=a/b ;  break ;  default : System.out.print("Invalid Choice") ;    }    System.out.print("\nAnswer = " + c + "\n") ;  }  }  C:\Users\Ashu\Desktop\Coding\Codes\Java Programs\Screen Shots\Calculator.png | |
| **Conclusion** | Hence switch case can be used to create decision making structures. | |