

INFORMATICA I

Instrucción " switch-case "

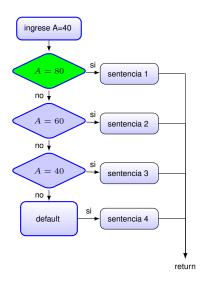
Ing.Juan Carlos Cuttitta

Universidad Tecnológica Nacional Facultad Regional Buenos Aires Departamento de Ingeniería Electrónica

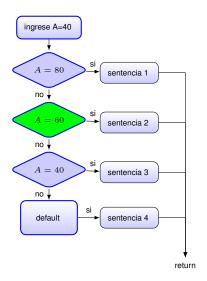
22 de abril de 2019

ingrese A=40 si A = 80sentencia 1 no · A = 60sentencia 2 no A = 40sentencia 3 no 🌡 si default sentencia 4 return

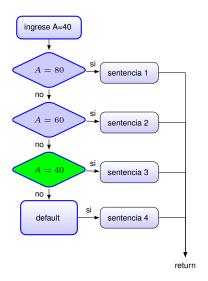
```
#include <stdio.h>
   int main (void)
    int A:
     scanf(" %d",&A);
     switch (A)
9
10
       case 80:
11
         sentencia 1;
12
         break:
13
       case 60:
         sentencia 2;
15
         break:
16
       case 40:
         sentencia 3;
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         break:
19
       default :
20
         sentencia 4;
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         break;
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    return(0);
24
```



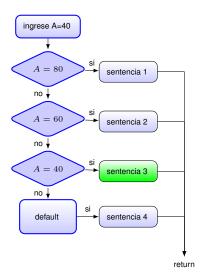
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   int main (void)
    int A;
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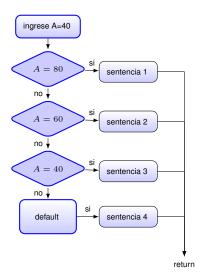
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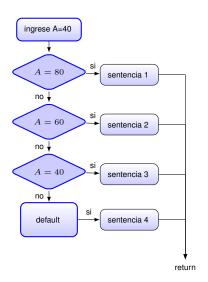
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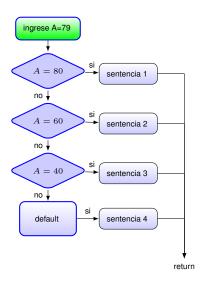
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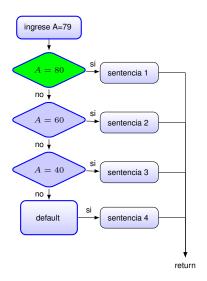
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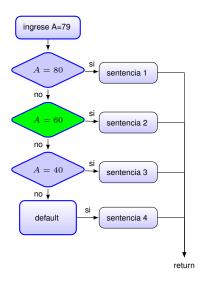
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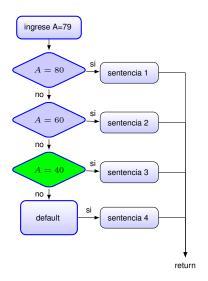
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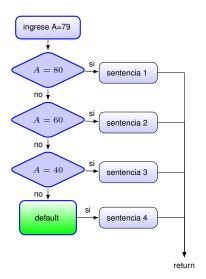
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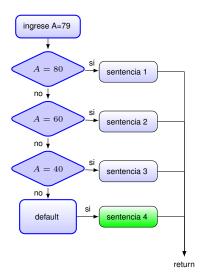
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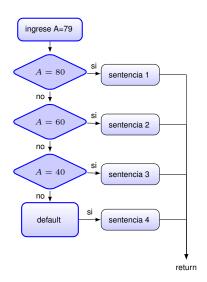
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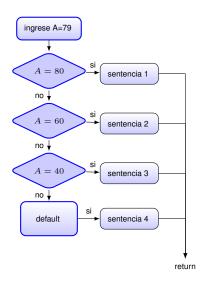
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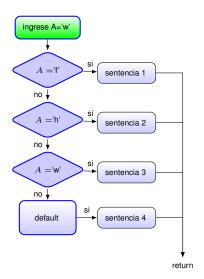
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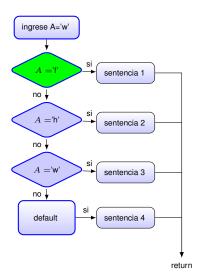
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   int main (void)
    int A;
    scanf("%d",&A);
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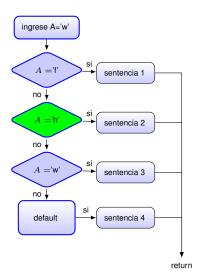
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   int main (void)
    int A;
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    switch (A)
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       case 80:
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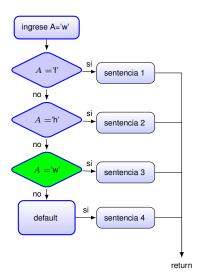
```
#include <stdio.h>
   int main (void)
    char A;
    scanf("%c",&A);
     switch (A)
9
10
      case 'f':
11
         sentencia 1:
         break:
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         sentencia 2:
15
         break:
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      case 'w':
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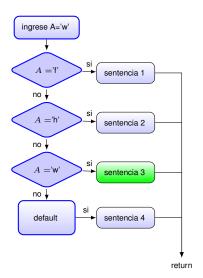
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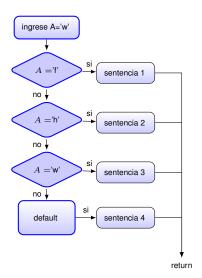
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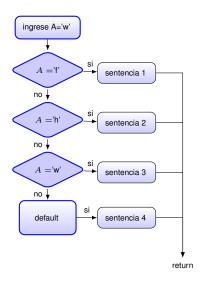
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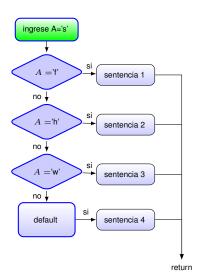
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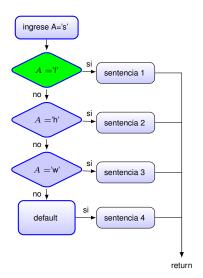
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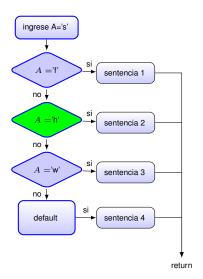
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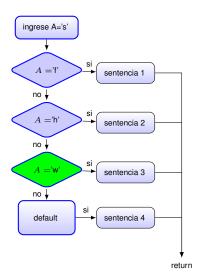
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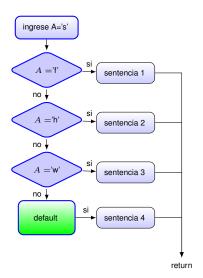
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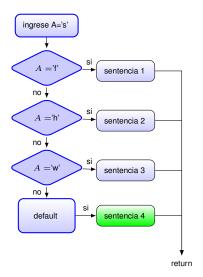
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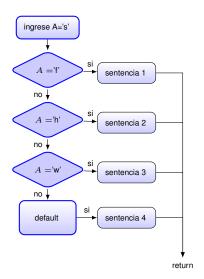
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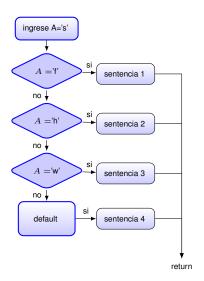
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