Day 2: Switch Statements

Explanation

The *switch* statement evaluates an expression, matches the expression's value to a case clause, and executes the statements associated with that particular case.

Switch Statements

Here's a useful video on the topic:

- A *switch* statement first evaluates its expression.

- Then, it looks for the first case clause whose expression matches the same value as the result of the input expression (using strict comparison, ===).

- Finally, it transfers control to that clause.

  Syntax

  ```
  switch (expression) {
    case value1:
      //Statements executed when the result of expression matches value1
      [break;]
    case value2:
      //Statements executed when the result of expression matches value2
      [break;]
    ...
    case valueN:
      //Statements executed when the result of expression matches valueN
      [break;]
    default:
      //Statements executed when none of the values match the value of the expression
      [break;]
  }
  ```

- With each case label, there is an optional *break* statement to ensure that the program breaks out of the *switch* once the matching statement is performed and continues execution at the statement following the *switch*.

- If the *break* is omitted, the program continues execution at the next statement within the *switch* statement.

Example

```
switch (day) {  //day is an integer varying from 0 to 6.
   case 6:
     text = "Today is Saturday";
     break;
   case 0:
     text = "Today is Sunday";
     break;
   default:
     text = "Looking forward to the Weekend";
}
```

Task

You are given a variable `num`. Your task is to print:

- `ONE`, if `num` is equal to 1.
- `TWO`, if `num` is equal to 2.
- `THREE`, if `num` is equal to 3.
- `FOUR`, if `num` is equal to 4.
- `FIVE`, if `num` is equal to 5.
- `SIX`, if `num` is equal to 6.
- `SEVEN`, if `num` is equal to 7.
- `EIGHT`, if `num` is equal to 8.
- `NINE`, if `num` is equal to 9.
- `PLEASE TRY AGAIN`, if `num` is none of the above.

Note

- Do not declare the variable `num`. It is declared inside our code checker.

- Use *console.log* for printing statements to the console.