Switch Case :-

Basic Syntax :

switch(condition)

{

case *constant1* : statement block for the first condition;
      break;
case *constant2* : statement block for the second condition;
      break;
case *constant3* : statement block for the third condition;
      break;
case *constantn* : statement block for the nth condition;
      break;
***default* : statement block if all the other conditions fail;**

}

Working : The selection statement successfully tests the value of an expression against the list of constants (which can be integer, characters, or floating values). When a match is found, the statements associated with that constant are executed.

Note : When a match is found, the statement block associated with that particular constant as well as the ones following it are executed until the 'break' keyword is encountered. Thus, if suppose the condition matches with constant2, the statements of constant2 along with constant3, constant4,....,constantn and the default will be executed unless we put a 'break' keyword. This situation, i.e., missing break in case statement, is called fall through.

Here's the list of *Keywords* in C++ :-

Table 2.2. C++ Keywords

asm	do	if	return	try
auto	double	inline	short	typedef
bool	dynamic_cast	int	signed	typeid
break	else	long	sizeof	typename
case	enum	mutable	static	union
catch	explicit	namespace	static_cast	unsigned
char	export	new	struct	using
class	extern	operator	switch	virtual
const	false	private	template	void
const_cast	float	protected	this	volatile
continue	for	public	throw	wchar_t
default	friend	register	true	while
delete	goto	reinterpret_cast		

Table 2.3. C++ Operator Alternative Names

and	bitand	compl	not_eq	or_eq	xor_eq
and_eq	bitor	not	or	xor	

Practice Problem :

1. Write a program to ask the number of week's day (1-7) and translate into it's equivalent name of the day. (For example, 1 to Sunday, 2 to Monday, and so on).
   Hint : Use 7 different cases in the switch body.