Lab 6 - CMPS 1044 - Computer Science 1 Switch Statements

Objective: Demonstrate use of the switch statement in C++

Switch Statement: A selection control mechanism that can sometimes be used in place of if/else if statements. Allows the program to branch.

Syntax:

<u>IMPORTANT</u>

- <u>IntegerExpression</u> must be a single <u>variable</u> of any <u>integer</u> data type (e.g. int or char).
- <u>ConstantExpression</u> must be integer literal or integer constant (such as 'A' or 5). It cannot be an integer variable or Boolean expression. Do not put quotes on numbers.

1.

2. Open a new project and type in the code below. Test it with all cases.

```
#include <iostream>
using namespace std;
int main()
{
      char letter;
      cout << "Enter a W, D, or T to indicate transaction \n";</pre>
      cin >> letter;
      switch (letter) {
      case 'W':
            cout << "Withdrawal\n";</pre>
            break;
      case 'D':
            cout << "Deposit\n";</pre>
            break:
      case 'T':
            cout << "Transfer\n";</pre>
            break;
      default:
            cout << "Not a valid choice.\n";</pre>
      system("pause");
```

```
return 0;
}
```

3. Now, modify your code by commenting out the break statement in the 'W' case as shown below.

```
char letter;
cout << "Enter a W, D, or T to indicate transaction \n";</pre>
cin >> letter;
switch (letter) {
      case 'W':
            cout << "Withdrawal\n ";</pre>
            //break;
      case 'D':
            cout << "Deposit\n ";</pre>
            break;
      case 'T':
            cout << "Transfer\n ";</pre>
            break;
      default:
            cout << "Not a valid choice. \n ";</pre>
}
```

- 4. Re-build and run again. Now what is the output you enter 'W'? This demonstrates the "fall-through" feature of switch statements. When a matching case is found, all statements following the case **: line will be executed until a break statement (or the closing }) is encountered...even if one or more case **: lines are encountered.
- 5. Sometimes, this is what the programmer wants. Modify your code to look like this:

```
char letter;
cout << "Enter a W, D, or T to indicate transaction \n";</pre>
cin >> letter;
switch (letter) {
      case 'W':
      case 'w':
            cout << "Withdrawal";</pre>
            break;
      case 'D':
      case 'd':
            cout << "Deposit";</pre>
            break;
      case 'T':
      case 't':
            cout << "Transfer";</pre>
            break;
      default:
```

```
cout << "Not a valid choice.\n";
}
Re-build, run, and test with both uppercase and lowercase responses.</pre>
```

- 5. Now, modify your program so that it will accomplish the same thing as before, but implements the if/else if statement.
- 6. What is wrong with the following switch statement?
 int temp;
 cout << "Enter the temperature. ";
 cin >> temp;
 switch (temp) {
 case (temp < 0):
 cout << "Temperature is negative.\n";
 break;
 case 0:
 cout << "Temperature is zero.\n";
 break;
 case (temp > 0):
 cout << "Temperature is positive.\n";
 break;
 }</pre>

7. Assignment: Rewrite the following program segment using a switch statement instead of the if/else if statement. Once you have translated to switch statements, use the while loop code provided to print the results of each outcome to a file. Remember to include three comments and a header, as well as statements to print your header to the output file.

```
#include <iostream>
#include <fstream>
using namespace std;
int main()
{
      int selection;
      cout << "Which formula do you want to see?\n\n";</pre>
      cout << "1. Area of a circle\n";</pre>
      cout << "2. Area of a rectangle\n";</pre>
      cout << "3. Volume of a cylinder\n";</pre>
      cout << "4. None of them!\n";</pre>
      cin >> selection;
      if (selection == 1)
            cout << "Pi times radius squared\n";</pre>
      else if (selection == 2)
            cout << "Length times width\n";</pre>
      else if (selection == 3)
            cout << "Pi times radius squared times height\n";</pre>
      else if (selection == 4)
```