

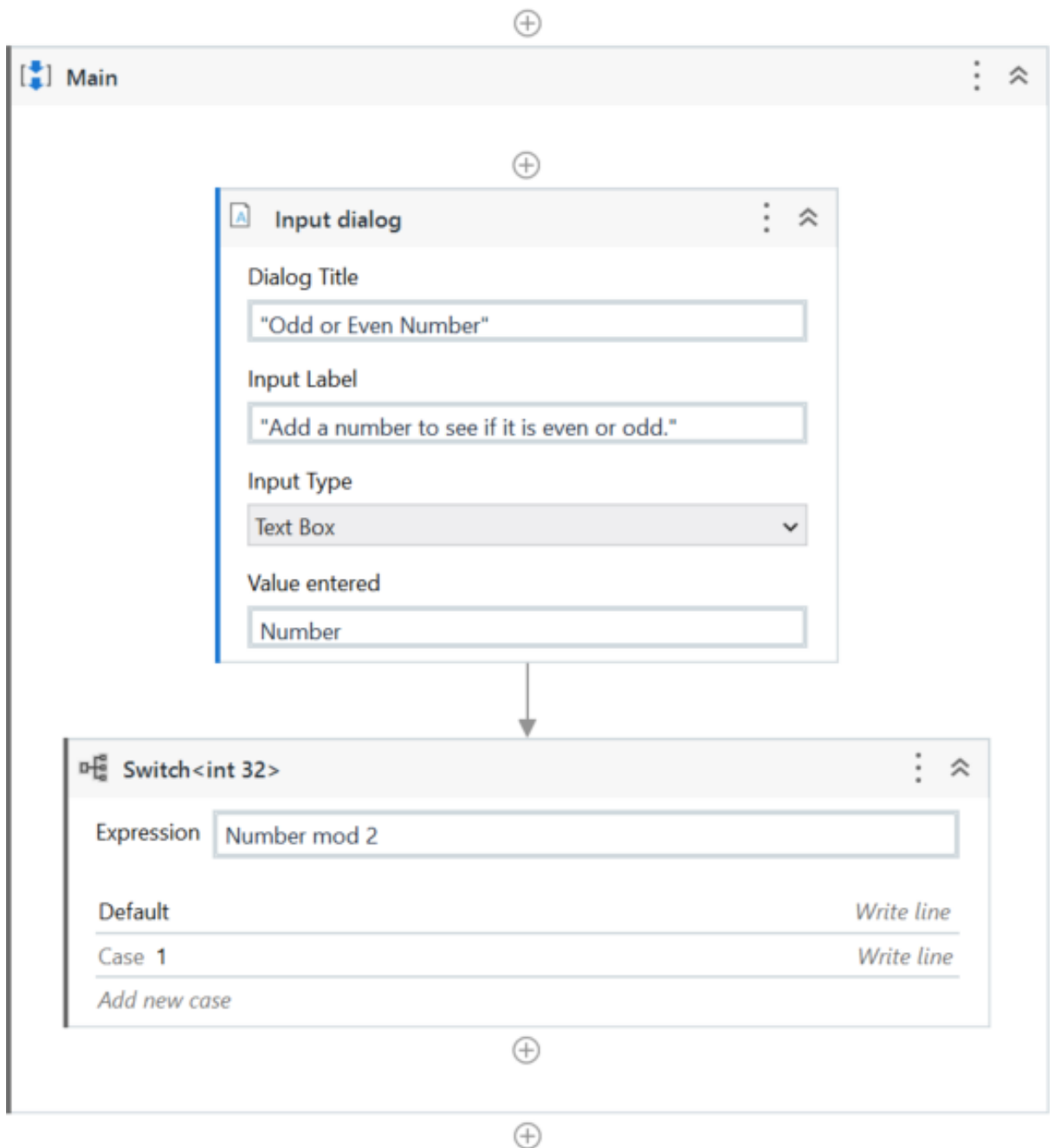
Switch Activity

To exemplify how to use the **Switch** activity, we are going to create an automation that asks the user for a number, checks if is odd or even, and depending on that, a different message is written to the **Output** panel.

Since all odd numbers divided by two have a remainder equal to 1, this project needs only two cases (0 and 1) , yet keep in mind that this activity supports multiple cases.

1. Create a new sequence.
2. Create an integer variable, `Number`.
3. Add an [Input Dialog](#) activity to the **Designer** panel.
4. Add a **Dialog Title** and **Input Label** to prompt the user for a number.
5. In the **Value entered** field, add the `Number` variable.
6. Add a **Switch** activity, under the **Input Dialog**.
7. In the **Expression** field, type `Number mod 2`. This verifies if the user's number is divisible by 2.
8. In the **Default** section, add a [Write Line](#) activity.
9. In the **Text** field, type `Number.ToString + " is an even number."`.
10. Click the **Add new case** line, and in the **Case Value** field, type 1.
11. Add a **Write Line** activity to this case.
12. In the **Text** activity, type `Number.ToString + " is an odd number."`.

The final project should look as in the following screenshot.



13. Press F5. The automation is executed. Note that the **Output** panel displays the data correctly.

