The SWITCH Statement

A byte size lesson in Java programming.

Why use a SWITCH Statement?

- In Java, the SWITCH statement allows us to specify different alternatives for a block of code, based on an expression.
- It's similar to use if..else..if... Multiple times. For cases where we need to choose between multiple alternatives, the switch is much cleaner.

```
switch (expression) {
   case value1:
    //code
    break;

   case value2:
    //code
    break;

...
}
```

Breaking it down

```
switch (expression) {
...
}
```

- The first part is the switch, where we need to pass an expression to be evaluated.
- Based on this, the respective 'case' statement will execute

Let's test your understanding!

• What will the value of size be after the following executes?

```
int number = 44;
String size;
switch (number) {
  case 43:
    size = "Medium";
    break;

  case 44:
    size = "Large"
    break;

...
}
```

Why the 'break'?

```
int number = 44;
String size;
switch (number) {
  case 43:
    size = "Medium";
    break;

case 44:
    size = "Large"
    break;

...
}
```

- We need a 'break' in every 'case' statement, so that the switch-case statement is terminated.
- Without the 'break', all other cases after the matching case are also executed.

Using a default

```
int number = 44;
String size;
switch (number) {
  case 43:
    size = "Medium";
   break;
  case 44:
   size = "Large"
   break;
  default:
    println("No match!");
   break;
```

• The default is the catch-all which is used if none of the cases match the expression

• What will this code output?

```
class Main {
 public static void main(String[] args) {
   int expression = 2;
   // switch statement to check size
   switch (expression) {
     case 1:
       System.out.println("Case 1");
       // matching case
     case 2:
       System.out.println("Case 2");
     default:
       System.out.println("Default case");
```

• What will this code output?

```
class Main {
 public static void main(String[] args) {
   int expression = 3;
   // switch statement to check size
   switch (expression) {
     case 1:
       System.out.println("Case 1");
       break;
       // matching case
     case 2:
       System.out.println("Case 2");
       break;
     default:
       System.out.println("Default case");
       break;
```