

The switch statement

```
switch(value) {  
    case x:  
        // Code for value == x  
        break;  
    case y:  
        // Code for value == y  
        break;  
    default:  
        // Code for value not equal to x or y  
}
```

Switch Value Types

Valid Switch Value Types

byte, short, int, char
Byte, Short, Integer, Character
String
enum

Important: Cannot use long, float, double or boolean or their wrappers.

Fall through in switch statement

Once a switch case label matches the switch variable, no more cases are checked.

Any code after the case label where there was a match found, will be executed, until a break statement, or the end of the switch statement occurs.

Without a break statement, execution will continue to fall through any case labels declared below the matching one, and execute each case's code.