Traditional Switch Challenge

In the previous couple of videos, we looked at the switch statement, and how we can use it in a similar way, to an "if" statement.

We talked about the traditional version, which you'll see in older applications.

We've also looked at the enhanced version, which I would recommend if you're using JDK 14 or greater, and if you also have the luxury of not having to be compatible with older versions.

In this video, we'll give you a chance to work out a challenge, using the traditional switch statement.

Let's look at the slide we saw in the last video, which describes the syntax of both:

Traditional Switch Statement vs. Enhanced Switch Statement

Traditional Switch Statement

```
switch (switchValue) {
    case 1:
        System.out.println("Value was 1");
        break;
    case 2:
        System.out.println("Value was 2");
        break;
    case 3: case 4: case 5:
        System.out.println("Was a 3, a 4, or a 5");
        System.out.println("Actually it was a " + switchValue);
        break;
    default:
        System.out.println("Was not 1, 2, 3, 4, or 5");
        break;
}
```

Enhanced Switch Statement

```
switch (switchValue) {
    case 1 -> System.out.println("Value was 1");
    case 2 -> System.out.println("Value was 2");
    case 3, 4, 5 -> {
        System.out.println("Was a 3, a 4, or a 5");
        System.out.println("Actually it was a " + switchValue);
    }
    default -> System.out.println("Was not 1, 2, 3, 4, or 5");
}
```

Switch Challenge

In this challenge, we'll be using the NATO alphabet to replace a character or letter, with NATO's standardized word for that letter.

In radio transmissions, the word car, "C", "A", "R", would be read, "Charlie Able Roger", for clarity.

We'll take a single character, and return the matching word from the NATO phonetic alphabet, shown on this slide.

We'll just do this for the letters A, through E.

NATO phonetic alphabet
A = Able, B = Baker, C = Charlie, D = Dog, E = Easy
F = Fox, G = George, H = How, I = Item, J = Jig
K = King, L = Love, M = Mike, N = Nan, O = Oboe
P = Peter, Q = Queen, R = Roger, S = Sugar, T = Tare
U = Uncle, V = Victor, W = William, X = X-ray, Y = Yoke, Z = Zebra

Switch Challenge

To do this:

1. Create a new char variable.
2. Use the traditional switch statement (with a colon in case labels) that tests the value in the variable from Step 1.
    - Create cases for the characters, A, B, C, D, and E.

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Switch Challenge

To do this:

- Display a message in each case block, with the letter and the NATO word, then break.
- Add a default block, which displays the letter with a message saying not found.

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