switch...case

[Control Structure]

Description

Like [if](https://www.arduino.cc/reference/en/language/structure/control-structure/if) statements, [switch case](https://www.arduino.cc/reference/en/language/structure/control-structure/switchcase) controls the flow of programs by allowing programmers to specify different code that should be executed in various conditions. In particular, a switch statement compares the value of a variable to the values specified in case statements. When a case statement is found whose value matches that of the variable, the code in that case statement is run.

The [break](https://www.arduino.cc/reference/en/language/structure/control-structure/break) keyword exits the switch statement, and is typically used at the end of each case. Without a break statement, the switch statement will continue executing the following expressions ("falling-through") until a break, or the end of the switch statement is reached.

Syntax

switch (var) {

case label1:

// statements

break;

case label2:

// statements

break;

default:

// statements

break;

}

Parameters

var: a variable whose value to compare with various cases. Allowed data types: int, char.  
label1, label2: constants. Allowed data types: int, char.

Returns

Nothing

Example Code

switch (var) {

case 1:

//do something when var equals 1

break;

case 2:

//do something when var equals 2

break;

default:

// if nothing else matches, do the default

// default is optional

break;

}