

The *switch* Statement

The **switch** statement **implicitly compares** an integral expression (called the **selector**) to a series of constants (called the **case labels**). Here's the syntax:

```
switch (selector)
{
    case constexpr1:
        statement;
        break;
    case constexpr2:
        statement;
        break;
    default:
        statement;
}
```

Here's how the **switch** statement works:

1. The **switch selector** is an **integral expression**.
2. It is evaluated and compared against the **case** label **constexpr1**, then **constexpr2**, and so forth. As indicated, each label **must be a constant** integer expression.
3. If a match is found for the selector, then **control jumps** to the first statement in the **case** block.
4. When control reaches the **break** at the end of the clause, it **jumps** to the statement that follows the entire **switch** statement.
5. The optional **default** specifies an action to be taken if **none of the constants** match the selector. If there is no **default** clause, the program simply continues on the line after the **switch**.

The constants in each **case** label statement must be **of integral type**. That means **char** and enumerated types are fine; **string or double are not**.



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