

C, C++ and DSA in depth

Switch case Control instruction



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Agenda

- ① switch case
- ② default
- ③ use of break
- ④ menu driven program
- ⑤ goto

Keyword

Switch case

switch (exp)

{

case constant :

case constant :

case constant :

}

Keyword

- Two or more than two case constants can not be same
- case constants can be integers and characters but not real constant.
- You can write all cases and default in any order
- When break keyword encounters, control moves outside the switch body.
- You cannot write variable in front of case.

→ You cannot write an expression containing variables in front of case.

menu driven program

1. Addition
2. Subtraction
3. Multiplication
4. Division

Enter your choice

goto

- goto is a keyword.
- goto moves control to the labelled position in the function.

```
int main()  
{
```

```
    if(-)  
    goto a;
```

```
    a:         
              
      .
```

```
}
```

```
int main()
```

```
{
```

```
    //
```

```
    if(...)
```

```
        goto L1;
```

```
    //
```

```
L1:
```

```
    //
```

```
L2:
```

```
    //
```

```
    if(...)
```

```
        goto L1;
```

```
L3:
```

```
    //
```

```
}
```



```
if ( 1 )
```

```
{
```

```
    printf("Hello");
```

```
    goto l1;
```

```
}
```

```
else
```

```
{
```

```
    l1: printf("Bye");
```

```
}
```

```
i = 1;  
x = 5;
```

l1:

```
printf("%d x %d = %d\n", x, i, x*i);
```

```
i++;
```

```
if ( i <= 10)
```

```
    goto l1;
```