```
Switch-statement in C:-
-> Syntax of switch statement in C:-
 Switch (expression)
 case value 1: statement -1;
         break;
 case value2: statement_2;
         break;
             "(": bandom si c asoti) fin
       Value_n: statement_n;
 case
          break ;
  default: default-statement;
of In a switch statement, the "case value" must
  be of "char" and "int" type.
  There can be one or N number of cases!
   The ralues in the case must be unique.
   Each statement of the case can have a
   break statement. It is optional.
    The default statement is also optional.
*
 11 ratue
# Include (Stdio.h)
int main() " too is browyed start for the
   Burning to see sees printer some notice seems
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Iswitch variable
                           id of immobile without
    (int) war=1; ) oi tomatote asticue to xotope e
    11 switch statement
    switch (var) int
     case[]:
         printf("(ase I is Matched.");
        break;
     case D:
          printf ("case 2 is matched:");
          break;
      case 3;
          printf (" case & is matched.");
           break;
      default:
           printf (" Default case is matched ");
            break; oglit "tri" bno "notto" to sol
              to and and an are of another of
      retiro o; ed doun sons ent or soutor enti-
       forch one stor odi to framolate done
               break statement It is optional.
            and defaille statement is absure
Output:
 case 1 is Matched
* If the break keyword is not
                                  present, then all
 The cases after the matching case are executed.
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At C program to demostrate the behaviour of
  tonswitch case */ mon himself controlled to delice
11 without break
# include (stato. h)>00 at housed a milor converged to
int main ()
            supini of which words to
       Var=2: Morrowholi dolino to poiles in
   11 switch case without breakth at pails all
   switch (var) roldons - boblisher ad burnda 6
           o manufata non doold the los out
     case 1:
 printf ("Case I l'is executed . \n");
     case 2 -:
          printf ("case 2 is executed. \n");
     case 3:
           printf ("case 3 is executed.");
     case 4;
            printf (" case 4 is executed.");
    they belt godornin office post of things
      return 0;
                              (job) dollas
Output :-
  case 2 is executed.
  (ase 3 is executed, case 4 is executed.
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-> Important points about switch case statements:-
* Switch expression should result in a constant
   value.
* Expression value should be only of int or char
   type.
  Case values must be unique.
* Nesting of switch statements.
 -> Mesting is allowed.
  -) should be avoided - complex and less readable.
* The default block can be placed anywhere.
ex.-1 // c program to print the day using switch
    # include (stdio.h>
    11Driver code
     int main ()
       int day = 2 ; 12 11 12 12 12 1/ 10 19
       printf (" The day with number "od is", day);
       Switch (day)
        case 1:
           print- ("Monday");
            break;
             printf ("Tuesday");
             break;
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case 3:
        printf ("Intednesday");
        break;
    case 4:
         printf ("Thursday");
         break;
     case 5:
          printf (" Friday");
          break;
     case 6:
            printf (" saturday");
            break;
     case 7:
             printf ("Sunday");
             break;
      default:
              printf (" Invalid Input"); " 1
              break;
      return o;
Output!
       day with number 2 is Tuesday.
      14 c program to create a simple calculator
         using switch */
       11 Statement
```

```
#include < stdio. h>
# include < stdfib.h>
11 driver code.
  int main ()
  ~
    //switch variable
    char choice;
     11 operands
     int x, y;
     Mhile (1)
      printf ("Enther the operator (+,-,+,1) in
             Enter x to exit In");
       Scan + (11% c1), & choice);
       11-for exitant billion (1) Hong
       if (choice == 'x')
        exit (0);
        printf ("Enter the two numbers:");
        Scanf ("%d %d , 8x , 8y );
       // switch case with operation with each operator
       Switch (choice)
        (ase 1+':
```

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printf ("%d+10d=%d \n", x,y, x+y))
         break; yet some me that simularies yellers one
   case 1-1: rainendre traipet son traffer una
       Printf (" % d - % d = % \n", x, y, x-y);
          break;
   case 1 * 1:
   Printf(" %od + %od = %d \n", x,y, x+y);
     nodmunbreak;
    case 1/:
            printf (" % d / 4.d = % d \n", x,y, x/y);
            break;
              Commo (" ) over 1 At to extent" ) floring
     default:
             point (+700 + min = ) (1 + 1) al
             printf ("Invalid operator Input In");
                       · 11 = LM " ] Holey
    return 0;
 output !-
 Enter the operator (+, -, *, ") withizon o many
  Enter x to exit as s s imm & for exiting
 Enter the two numbers : 100
  100 + 200 = 300
* Switch case, easier to read and debug,
  faster execution, maintain for a darge
     (ondition.
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\* Disadvantage: -

- · can only evaluate intorchar type.
- · No support ter logical expressions.
- · Have to keep in mind to add a break in every case