
Switch Statements

OBJECTIVE: Students will be able to write effective code using switch statements

Rules and Reminders about **switch** statements

- **switch** statements are used to test a single value
- the value tested can only be of types: *byte, short, int, long, and char*
- the **case** labels are the entry point to the statement
- not adding **break** statements after a **case** will cause the next **case** statement to complete

1. Write a class named SwitchLab_yourName.java
2. Write a method called printSwitch() with the return type void
 - a. Create a variable called randomNum that stores a number in the range of 1 to 10
 - b. Write a switch statement that tests the variable randomNum
 - c. Based on the case labels the printout should be:

If Case is	Printout below
1	bananas
2	apples
3	pears, peaches, grapes
4	peaches, grapes
5	grapes
6	plums
7	<i>no printout for this case ignore it</i>
8	oranges
default	<i>NUTS!</i>

3. Write the main method
4. In the **main()** method create a new SwitchLab_YourName object and name it testObject
5. Call the method printSwitch () using the testObject
6. Run your code several times to make it work.

HINTS:

1. You should NOT type each fruit more than once in your print statements.
2. You should use `System.out.print(randomNum);` to NOT print a new line