

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 :

default :

}

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()
{
```

```
    III
```

```
    III.
```

```
    IIII
```

```
    IIII
```

```
    IIII
```

```
}
```


