



Lesson 10 Switch

Basically, a switch statement is the same as an if statement. It can be used to execute multiple operations for the different possible values of a single variable (switch expression). If the switch expression matched one of the constant values given in the cases, the associated block of code is executed.

```
switch(expression){  
    case constant :  
        //code to be executed  
        break;  
        //end of switch is reached.  
    default:  
        // When none of the case values are equal to the switch  
        // expression, then default case is executed.  
}
```

Example:

```
#include <stdio.h>  
  
int main() {  
    int day;  
    //we declared a variable
```



```
printf("Enter number of day : ");
scanf("%d", &day);
//we take input from the user
switch (day) {
case 1:
    //if day =1, print "Sunday"
    printf("Sunday");
    break;
case 2:
    //if day =2, print "Monday"
    printf("Monday");
    break;
case 3:
    //if day =3, print "Tuesday"
    printf("Tuesday");
    break;
case 4:
    //if day =4, print "Wednesday"
    printf("Wednesday");
    break;
case 5:
    //if day =5, print "Thursday"
```



```
    printf("Thursday");
    break;
case 6:
    //if day =6, print "Friday"
    printf("Friday");
    break;
case 7:
    //if day =7, print "Saturday"
    printf("Saturday");
    break;
default:
    //if none of the case values are matched, execute the
    associated code
    printf("Wrong Enter");
}
```

Try to code yourself:

-- > click here: [Lesson 10 Switch - Replit](#)