

The switch conditional control construct

If a programmer has to choose one amongst multiple choices for execution, then we have to make use of switch statement.

Switch statement is a control flow statement that allows you to select one of many code blocks to execute based on the value of an expression.

The above problem can be solved using else if ladder, but switch statement is more efficient than else if ladder.

Block keyboard is used in this block to come out of this block when a single condition is seen.

```
class Demo {
```

```
    public static void main (String @ [] args) {
```

```
        System.out.println ("Enter +, -, * and /");
```

```
        Scanner sc = new Scanner (System.in);
```

```
        char a = sc.next().charAt(0);
```

```
        switch (a) {
```

```
            case '+': System.out.println ("Addition Operator");  
                    break;
```

```
            case '-': System.out.println ("Subtraction operator");  
                    break;
```

```
            case '*': System.out.println ("Multiplication operator");  
                    break;
```

```
            case '/': System.out.println ("Division operator");  
                    break;
```

```
            default: System.out.println ("Enter a valid input");
```

```
        }
```

```
    }
```

```
}
```