# The `switch` statement

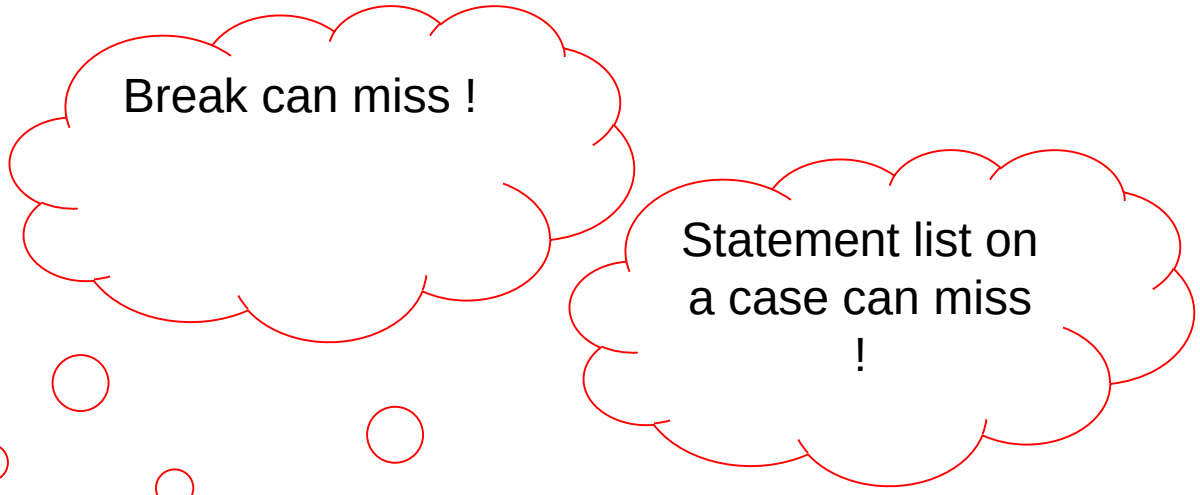
```
switch ( expression )
{
    case value1:
        program statement
        program statement
        ...
        break;
    case value2:
        program statement
        program statement
        ...
        break;
        ...
    case valuen:
        program statement
        program statement
        ...
        break;
    default:
        program statement
        program statement
        ...
        break;
}
```

The *expression* is successively compared against the values *value1*, *value2, ..., valuen*. If a case is found whose value is equal to the value of *expression*, the program statements that follow the case are executed.

The switch test expression must be one with an **integer value** (including type char) (No float !).

The case values must be integer-type **constants** or integer constant expressions (You can't use a variable for a case label !)

# The `switch` statement (cont)




```
switch (operator)
{
    ...
    case '*':
    case 'x':
        printf ("%.2f\n", value1 * value2);
        break;
    ...
}
```

# Example - `switch`

```
char choice;
switch(choice) {
    case 'Y' :
        cout << "Yes";
        break;
    case 'M' :
        cout << "Maybe";
        break;
    case 'N' :
        cout << "No";
        break;
    default:
        cout << "Invalid response";
}
```