

switch Statements

1. Write a C++ program for Aladdin that **switches** a variable called *wishes*. Make sure that the value is never greater than 3. If the value is within the range of 0 to 3, only then do the following:
 - I. Print wishes to the console depending upon the number of *wishes* the user has left. (i.e., if the user has 1 wish left, only print one wish. Print two wishes if the *wishes* variable has the value **2** and so on.) A wish can be anything you want.
 - II. Print the *total_wishes* that a user can have (which is 3). Keep a record of each user and don't let the user make wishes more than their *wishes_left*.
 - III. Then also print the *wishes_left* every time a user makes a wish.

```
// You can use these wish strings or make your own  
  
"Teach me C++ overnight!\n";  
"Erase switch Statements from existence!\n";  
"This is my favorite wish to wish!\n";
```