

## Switch Statements

- Switch statements are a form of code that allow you to vary the execution of code based on the several values that a variable could be assigned, displayed through different cases.
- Switch statements are a substantially cleaner and more efficient method of code than if-else statements. This is because if-else statements need to have their statements read continually due to the bool method of code, whereas the cases of a switch statements only need one evaluation.
- Switch statements can only be string, enum, nullable, built-in integral, and string types because the clauses must be able to be strategically evaluated.
- The end of each case in a switch statement must be explicitly stated. The most common ending is “break;”.
- If it so happens that multiple values will result in the same code being executed, you can list the similar cases sequentially, and then write the code for those cases once.
- The default case is executed if none of the values specified in the various cases are selected.

- ```
public int a;

public int b;

public void Update () {
    switch (int)
    {
        case a:
            print("a is not a number");
            break;
```

```
        case b:

            print("b is still not a number");

            break;

    }

}

• public string[] vitamins;

  public void differentVit (int i) {

      switch (vitamins[i]) {

          case "apple":

              print("vitamin a");

              break;

          case "banana":

              print ("vitamin c");

              break;

          default:

              print("junk food shame on you");

              break;

      }

  }

• public string[] dice;

  public void rollDice (int diceNum) {

      switch (dice[diceNum]) {

          case 1:
```

```
        case 2:
        case 3:
            print("you rolled a three or less");
            break;
        case 4:
        case 5:
        case 6:
            print("you rolled a four or higher");
            break;
        default:
            print("you didn't roll");
            break;
    }
}
```

- ```
public Bool life;
public string[] areYouHappy;
public void myLife (Bool life) {
    switch (emotion[life]) {
        case false:
            print("life sux");
            break;
        case true:
            print("life's great!");
```

```
        break;
    default:
        print("I am a robot and therefore cannot experience human
emotion");
        break;
    }
}
```