

30-Day C Language Learning Plan

Day 6: Control Structures - switch

1. Simple calculator
2. Vowel or consonant

Notes:

PURPOSE OF SWITCH :- used to execute one block of code among many options based on the value of a variable or expression.

```
switch (expression) {
```

```
    case value1:
```

```
        // code to execute if expression == value1
```

```
        break;
```

```
    case value2:
```

```
        // code to execute if expression == value2.
```

```
        break;
```

```
    default:
```

```
        // code to execute if none of the cases match.
```

↳ case values must be constant

↳ break is used to exit the switch.

↳ default is optional; runs if no case matches