

Lecture 5. Switch Statement

Switch statement is used to easily select one option from a number of options when making a decision.

How it works?

A **switch value** is compared to a list of values called **cases**. The switch value might be a variable, an expression, or a direct value.

Whenever is found that the switched value is equal to a case value, the block of code associated with that case is executed.

The execution continues with the statements of the next case (or cases) until the **break** statement is encountered.

The **break** statement is used to prevent the execution of the case or cases that follow. The **break** statement is optional.

If no case value is found to be equal to the switched value, a special case called **default** is executed. The default case is optional.

Syntax

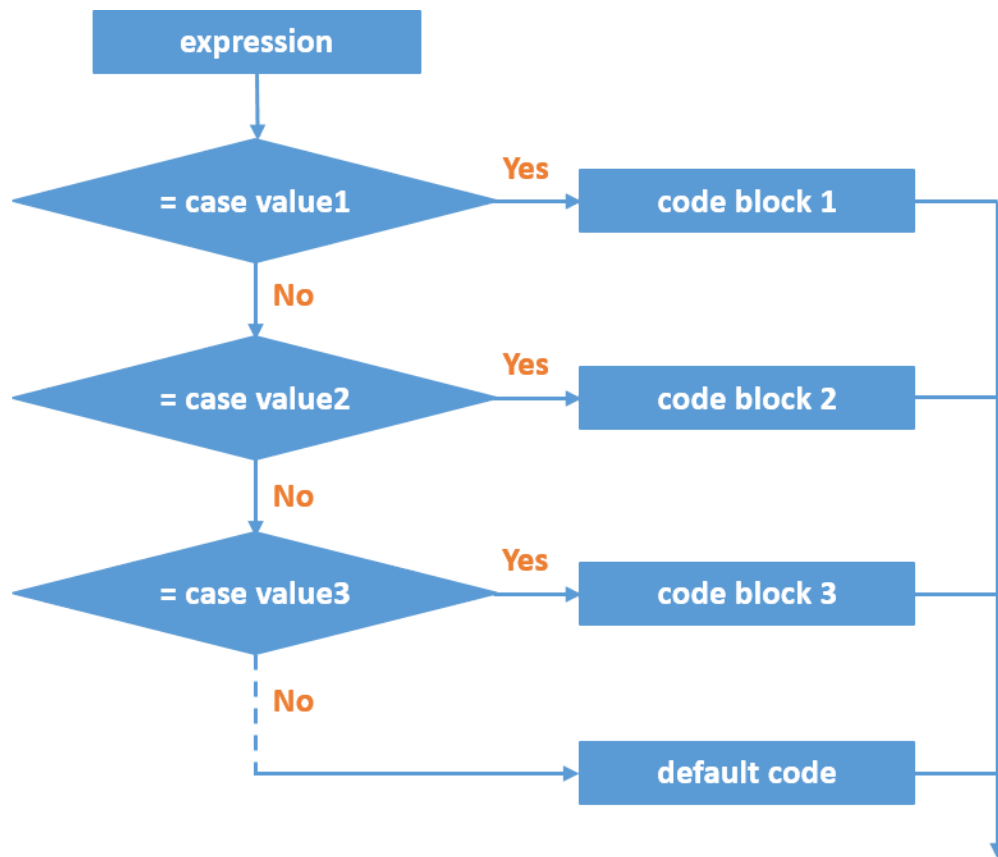
```

switch (switch value)
{
    case value1:
        // code to be executed if n is equal to value1;
        break;
    case value2:
        // code to be executed if n is equal to value2;
    case value3:
        // code to be executed if n is equal to value3;
        break;
    . . .
    default:
        //code to be executed if n is not equal to any case value
}
statements;

```

The diagram illustrates the syntax of a switch statement with four steps:

- STEP 1** points to the `switch (switch value)` header.
- STEP 2** points to a `case value1:` label.
- STEP 3** points to a `break;` statement.
- STEP 4** points to the `default:` case.



switch Statement Flowchart

Rules to follow when using **switch** statement:

- switch** and **case** are keywords; must be written in lower case letters.

- Relational operators are not allowed in switch statement.

- The data type of case value and the switch value must be the same: **integer** or **character**.

- A switch statement can have any number of cases.

- Each case is followed by the case value and colon (':').

- Two or more cases can share one break statement.

- The case values can be in any order.

- The **default** can be placed anywhere in the switch.

- No break is needed in the **default** case.

Example:

```
int i= 2;
switch (i)
{
    case 1:
        printf("too low");
        break;
    case 2:
    case 3:
        printf("good number");
        break;
    default:
        printf("too high");
}
```

References

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