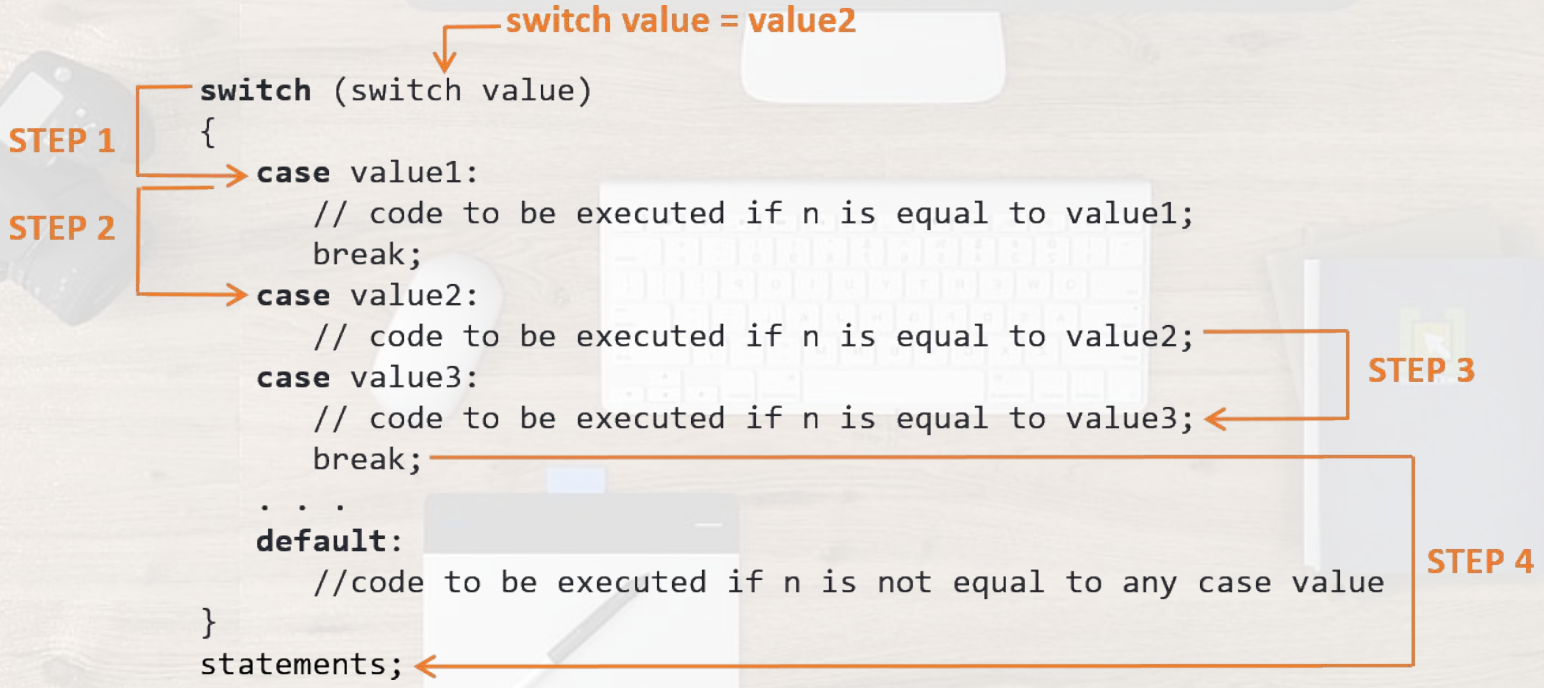
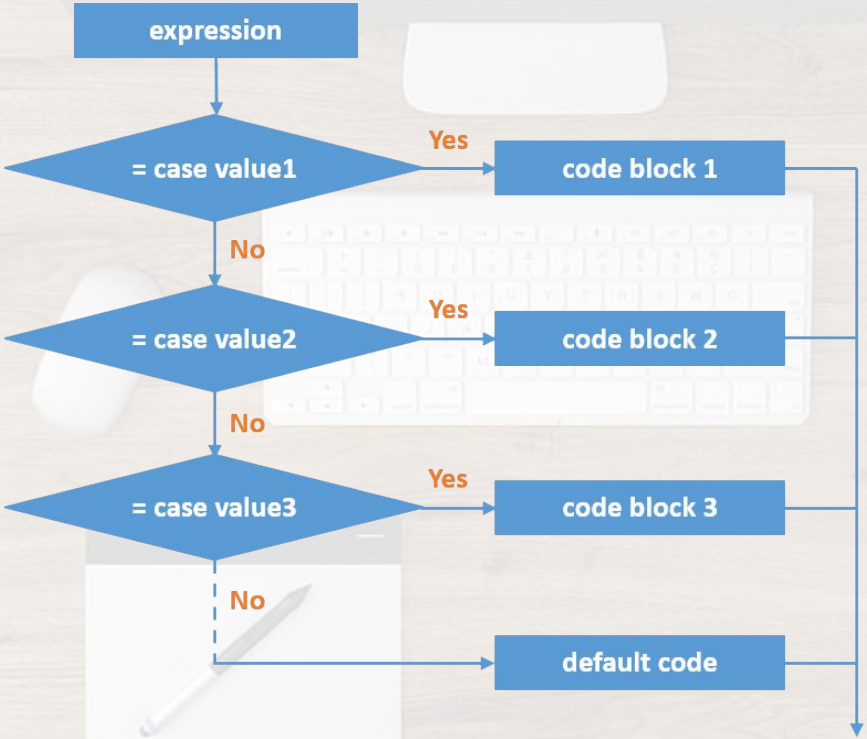
Switch Decision Statements

- A switch statement is used to easily select one option from a number of options when making a decision
- 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

Switch Statement Syntax



Switch Statement Flowchart



Switch Statement Flowchart

Example:

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