

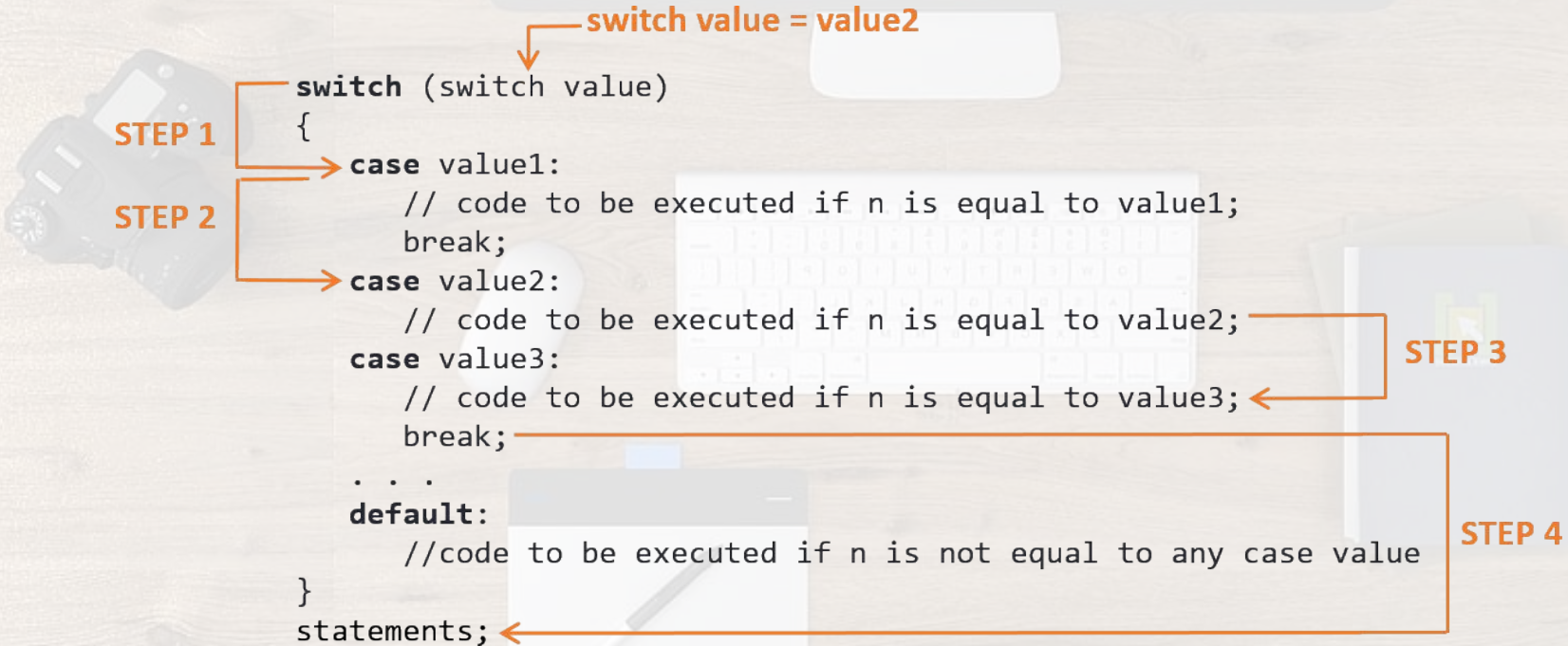
Switch Decision Statements

- 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

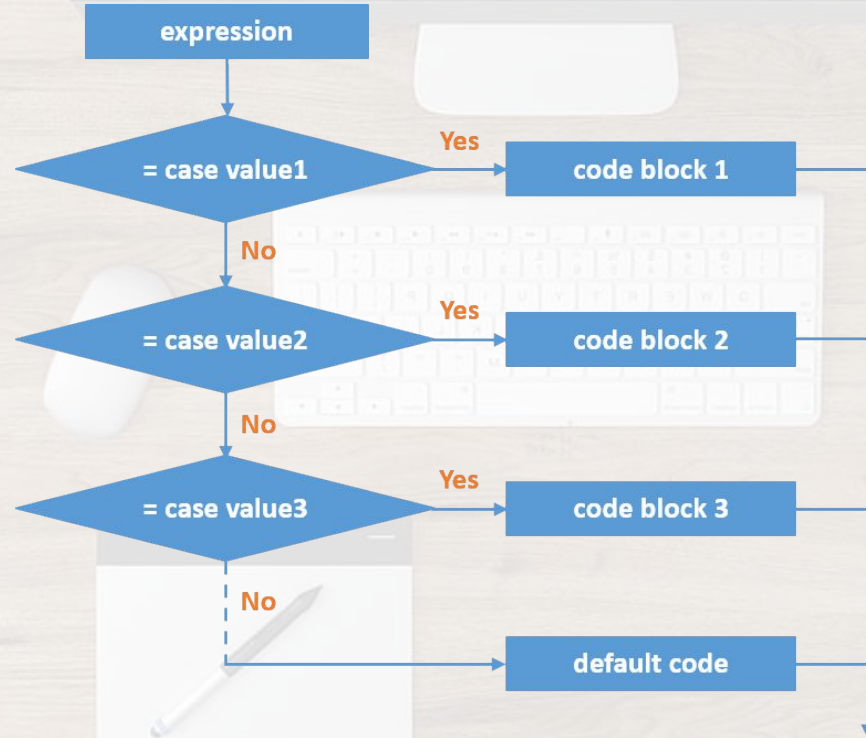
Switch Statement Syntax

switch value = value2

```
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;
```



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");
}
```