

# SWITCH CASE IN DART

## Switch Case In Dart

In this tutorial, you will learn to use **dart switch case** to control your program's flow. A Switch case is used to execute the code block based on the condition.

```
switch(expression) {  
  case value1:  
    // statements  
    break;  
  case value2:  
    // statements  
    break;  
  case value3:  
    // statements  
    break;  
  default:  
    // default statements  
}
```

### How does switch-case statement work in dart

- The **expression** is evaluated once and compared with each case value.
- If **expression** matches with case value1, the statements of case value1 are executed. Similarly, case value 2 will be executed if the expression matches case value2. If the expression matches the case value3, the statements of case value3 are executed.
- The **break** keywords tell dart to exit the switch statement because the statements in the case block are finished.
- If there is no match, **default statements** are executed.

#### Info

**Note:** You can use a Switch case as an alternative to the **if-else-if** condition.

## Replace If Else If With Switch In Dart

Here you can see the same program using **if else if** and **switch** in dart.

## Example: Using If Else If

This example prints the day name based on the numeric day of the week using a if else if.

```
void main(){
    var dayOfWeek = 5;
    if (dayOfWeek == 1) {
        print("Day is Sunday.");
    }
    else if (dayOfWeek == 2) {
        print("Day is Monday.");
    }
    else if (dayOfWeek == 3) {
        print("Day is Tuesday.");
    }
    else if (dayOfWeek == 4) {
        print("Day is Wednesday.");
    }
    else if (dayOfWeek == 5) {
        print("Day is Thursday.");
    }
    else if (dayOfWeek == 6) {
        print("Day is Friday.");
    }
    else if (dayOfWeek == 7) {
        print("Day is Saturday.");
    }else{
        print("Invalid Weekday.");
    }
}
```

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## Example Of Switch Statement

This example prints the day name based on the numeric day of the week using a switch case.

```
void main() {
    var dayOfWeek = 5;
    switch (dayOfWeek) {
        case 1:
            print("Day is Sunday.");
            break;
        case 2:
```

```
        print("Day is Monday.");
        break;
    case 3:
        print("Day is Tuesday.");
        break;
    case 4:
        print("Day is Wednesday.");
        break;
    case 5:
        print("Day is Thursday.");
        break;
    case 6:
        print("Day is Friday.");
        break;
    case 7:
        print("Day is Saturday.");
        break;
    default:
        print("Invalid Weekday.");
        break;
    }
}
```

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#### Info

**Note:** The syntax of switch statements is cleaner and much easier to read and write.

## Switch Case On Strings

You can also use a switch case with strings. This program prints information based on weather value.

```
void main() {
    const weather = "cloudy";

    switch (weather) {
        case "sunny":
            print("Its a sunny day. Put sunscreen.");
            break;
        case "snowy":
            print("Get your skis.");
            break;
        case "cloudy":
        case "rainy":
```



```
        print("Please bring umbrella.");
        break;
    default:
        print("Sorry I am not familiar with such weather.");
        break;
    }
}
```

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## Switch Case On Enum

An **enum** or enumeration is used for defining value according to you. You can define your own type with a finite number of options. Here is the syntax for defining enum.

### Syntax

```
enum enum_name {
    constant_value1,
    constant_value2,
    constant_value3
}
```



## Example of Switch Using Enum In Dart

Enum plays well with switch statements. Let's see an example using enum.

```
// define enum outside main function
enum Weather{ sunny, snowy, cloudy, rainy}
// main method
void main() {
    const weather = Weather.cloudy;

    switch (weather) {
        case Weather.sunny:
            print("Its a sunny day. Put sunscreen.");
            break;
        case Weather.snowy:
            print("Get your skis.");
            break;
        case Weather.rainy:
```



```
case Weather.cloudy:  
    print("Please bring umbrella.");  
    break;  
default:  
    print("Sorry I am not familiar with such weather.");  
    break;  
}  
}
```

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## Video

Watch our video on the switch case in Dart.