

Philip Pesic

Week 13

11/13/22

Week 13 Q15

Question 1:

Can a switch statement do the same thing as an if else statement? If so, give an example.

Yes, a switch statement can provide different outputs based on the criteria, and a default instead of else.

Question 2:

What data types can you use in a switch statement?

You can use int and char data types.

Question 3:

What does the break statement do?

The break command stops the switch statement once a criteria is met so no other cases are run.

Question 4:

What does “Fall Through” mean?

Falling through means that the sequence of events will not be interrupted until a break. The program will check and execute every true case.

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Question 5:

What does the default word do in a switch statement?

The default command is used to provide an output for any value other than what is assigned to cases. If an input is 14, and cases run from 1-10, the default command can provide an output for that.

Question 6:

What are the uses for the switch statement?

Switch statements are used when providing a different output for different values of a variable.

Question 7:

Why does the switch start in the OFF state?

The switch starts in the OFF state so it does not execute any commands until a case is true.

Question 8:

Is it necessary to have switch statement, or can you do basically the same with if, and if else statements?

While switch statements function the same way as if/else statements, they are much easier to read and write, especially when dealing with a large selection of inputs.

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Question 9:

Which are the only data types that can be used with the switch conditions/cases?

The only usable data types within a switch condition or case are char and int.

Question 10:

Find a good www.youtube.com video that explains the switch statement in C++, write a summary.

I found a youtube video that highlights the uses of switch statements. It explains the syntax, and how it might be preferred over an if/else statement in some cases. A good example the video provided was using a switch statement to take a video game character to a different menu based on what option they selected.

Question 11:

What does the default option do in a switch statement?

The default command is used to provide an output for any value other than what is assigned to cases.

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Question 12:

Can you have two or more conditions for a case in a switch? (Internet research)

No, each case can only have one condition.

Question 13:

Can you turn the switch statement OFF, after it is turned ON? (Internet research)

No, once a case becomes true, the switch stays on. You can, however, break out of a switch with the break command.

Question 14:

Can you have fall through with cascading if statements?

No, because alternate routes are exclusive, they start with “else”.

Question 15:

What do you prefer, the if or switch statement? Why...

I can't prefer one or the other because of their varied use. The if/else statement is used in many different situations, and it's unfair to compare the two like that. In the particular use case we studied, I prefer the switch statement because of its easier to read syntax.