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Week 13

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Week 13 Lecture 13 Notes

The switch statement

The switch statement can be used as an alternative to if/else statements. It acts like a switch, in that it starts as off, and then stays on when turned on.

Ex: switch (var) {case 1: cout << “Hello”; case 2: cout << “Bye”;}

// Once one of these conditions is met, the switch will not turn off

Fall Through

Once the switch is set to on, it will fall through to the end. Because nothing can change its on state, the computer will ignore the rest of the cases and “fall through” to the end.

Ex: int var = 1; switch (var) {case 1: cout << “Hi”; case 2: “Later”;}

// Because the first case switches the switch to true, the computer will ignore case 2 and move on

Break

In order to separate different possible outputs in a switch statement, and also avoid unwanted outputs, a break is used. A break can separate blocks of cases, and allow for a different output depending on the selection of input cases.

Ex: switch (var) {case 1: cout << “Yo”; break; case 2: cout << “Cya”;}

/*Without breaks, var == 1 would turn the switch on, and both cases would be outputted. With breaks, they are now in separate categories for the input.*/