# Switch Case - Pseudocode

Import scanner library

Create variables:

create an integer type variable with the name number

create a string type variable with the name numberString

use scanner to get the input from the user

Process:

display message to the user asking for a number between 1 and 10 inclusive.

use scanner to get the input from the user and assign it to number

switch case statement

case where number = 1, set numberString to uno

case where number = 2, set numberString to due

case where number = 3, set numberString to tre

case where number = 4, set numberString to quattro

case where number = 5, set numberString to cinque

case where number = 6, set numberString to sei

case where number = 7, set numberString to sette

case where number = 8, set numberString to otto

case where number = 9, set numberString to nove

case where number = 10, set numberString to dice

case where number = default, set numberString to invalid

if numberString is not set to invalid

display to the user that the number is equal to numberString in Italian

else

display to the user that they did not enter in a valid number between 1 and 10 inclusive.