The switch Statement

The general syntax of a switch statement:

```
switch
                 switch ( expression )
  and
                   case value1:
  case
  are
                    statement-list1
reserved
                   case value2:
 words
                    statement-list2
                   case value3:
                    statement-list3
                                        If expression
                   case ...
                                        matches value2,
                                        control jumps
                                        to here
```