Hands-On Activity 3.2: Selection Statements	
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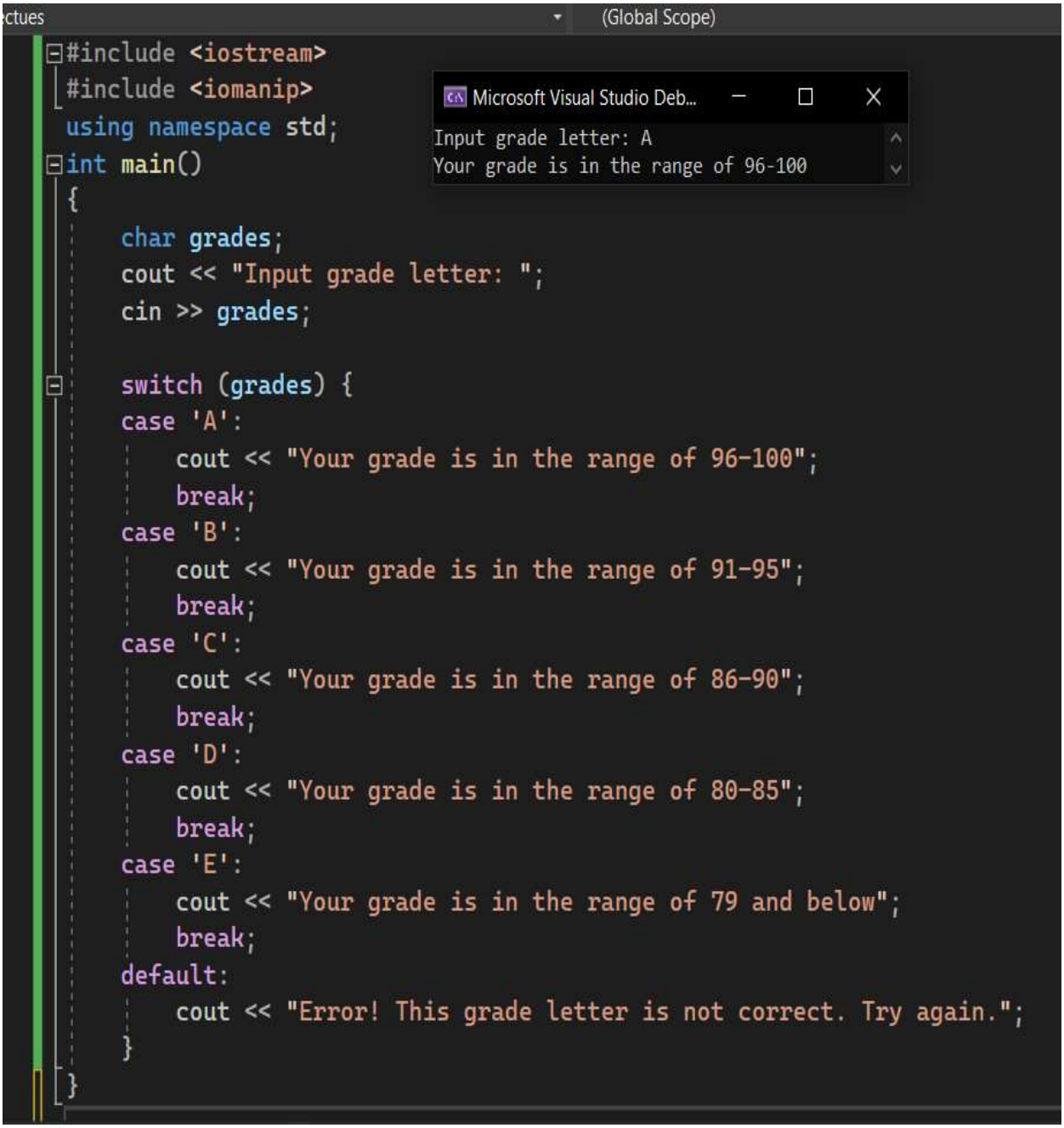

Conclusion:

In this activity, the if-else statement can also be used. However, using a switch statement will make it more readable and easier to write. Given that the user must enter the grade letters and their equal grade number, it is the ideal statement to utilize in this activity. Switch statement is used from executing one case to multiple cases. It is also used to perform different actions based on different conditions. In switch statement in C++, the break keyword is used to terminate the switch statement. If the user does not input break in the program, it will execute all the cases inside the block. While in default keyword, it is used to specifies some set of codes to run if there is no case match. Though I've noticed that you can just use the break statement in the end of the switch case program if there's no need for default and it would run without any problem. However, to make sure that all cases are covered and that unexpected values are not simply disregarded, switch statements should always have a default case. Also, I've inputted "grades" as my character variable so that I can store any single character enclosed within single quotes. I've also learned that you can create calculator in your program, and I can apply it to develop and create a program that will require the user to input a certain value and it will automatically print out the equivalent of it.