

int n=2;

switch (n) checks if $n == 1$.

{ case 1: printf ("n=1");

break; } → Suppose $n == 1$ condition is satisfied

case 2: printf ("n=2"); and there is no break after
break;

case 3: printf ("n=3"); expression at will also get
break; evaluated until we reach

default: printf ("n ≠ 1,2,3"); the next break.

break;

}

→ if none of these case are satisfied

then default will be executed.

Default is Optional.

Some important Facts

- ① You are not allowed to add duplicate cases.

```
int main() {
```

```
    int n=1;
```

```
    switch (n)
```

```
}
```

```
    case 1: printf ("n=1");
```

```
        break;
```

```
    case 1: printf ("n=1");
```

```
        break;
```

```
    case 3: printf ("n=3");
```

```
        break;
```

```
}.
```

Duplicate Case Issue

ERROR

② Only those expression are allowed in switch

which results in an **integral constant** value.

int main()

int a=1, b=2, c=3;

switch (a+b*c) {

case 1: printf ("Choice 1")
break;

case 2: printf ("2");
break;

default: printf ("Nothing");
break;

}

float a=1.15, b=2.0,
c = 3.0;

all the remaining part
is same.

But this code will
generate an **ERROR**

Only integers can
be used inside
switch function.

Anything other than integer in
switch function will evaluated
as **ERROR**.

③ Float value is not allowed as a constant in case level. Only integer constant / constant expressions are allowed in case label.

```
int main() {  
    float = 3.14; // 23  
    switch (n) {  
        case 3.14: // 3+3 printf ("n is 3.14");  
        break; // integer value.  
        case 1.1: // 3+4*5 printf ("n is 7.14");  
        break;  
        case 2: printf ("n is 2");  
        break;  
    } // if we add green texts to  
      // this code it will run without any ERROR
```

④ Variable expression are not allowed in case labels.

Although macros are allowed.

int m=2, y=2, z = 23;

switch (n) {

case y: printf ("2"); break;

case z: printf ("23");

break;

}

cannot use variable for case.

define y=2

define z 23

Switch {n} {

}

upper function

Now it will
Run without
any ERROR

⑤ Default can be placed anywhere inside switch. It will get evaluated if no match is found.

```
[default ()  
case (1)  
case 2:]
```

Sequence doesn't matter. It will still evaluated.