

```
1 // # Chapter Three
2 /*****
3  # How to use "switch" condition in JavaScript
4    The switch statement is used to perform different actions based on different
5    conditions.
6
7    switch (logic/condition) { Use the "switch" statement to select one of many code
8    blocks to be executed.
9        statement
10    }
11 *****/
12 /*****
13 The getDay() method returns the weekday as a number between 0 and 6.
14
15 (Sunday=0, Monday=1, Tuesday=2 ..)
16 *****/
17 // To Use "else if"
18 var date = new Date()
19 var today = date.getDay()
20
21 if (today == 0) {
22     console.log("Sunday");
23 } else if (today == 1) {
24     console.log("Monday");
25 } else if (today == 2) {
26     console.log("Tuesday");
27 } else if (today == 3) {
28     console.log("Wednesday");
29 } else if (today == 4) {
30     console.log("Thursday");
31 } else if (today == 5) {
32     console.log("Friday");
33 } else if (today == 6) {
34     console.log("Saturday");
35 } else {
36     console.log("Invalid")
37 }
38
39 /***** Output *****/
40 bappy@bAppY MINGW64 ~ JavaScript {Note} All You Need to Know/3. Chapter_Three
41 $ node "4-switchCondition.js"
42 Thursday
43
44
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46
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```

```
59 // To Use "switch"
60
61 var date = new Date()
62 var today = date.getDay()
63
64 switch (today) {
65     case 0:
66         console.log("Sunday")
67         break
68     case 1:
69         console.log("Monday")
70         break
71     case 2:
72         console.log("Tuesday")
73         break
74     case 3:
75         console.log("Wednesday")
76         break
77     case 4:
78         console.log("Thursday")
79         break
80     case 5:
81         console.log("Friday")
82         break
83     case 6:
84         console.log("Saturday")
85         break
86     default: console.log("Invalid")
87 }
88
89 /***** Output *****/
90 bappy@bAppY MINGW64 ~ JavaScript {Note} All You Need to Know/3. Chapter_Three
91 $ node "4-switchCondition.js"
92 Thursday
93 Thursday
```