If you find yourself repeating else if statements in your code, where each condition is based on the same value, then it might be time to use a switch statement.

**if** (option === 1) {

console.log("You selected option 1.");

} **else** **if** (option === 2) {

console.log("You selected option 2.");

} **else** **if** (option === 3) {

console.log("You selected option 3.");

} **else** **if** (option === 4) {

console.log("You selected option 4.");

} **else** **if** (option === 5) {

console.log("You selected option 5.");

} **else** **if** (option === 6) {

console.log("You selected option 6.");

}

**Switch statement**

A **switch statement** is an another way to chain multiple else if statements that are based on the same value **without using conditional statements**. Instead, you just *switch* which piece of code is executed based on a value.

**switch** (option) {

**case** 1:

console.log("You selected option 1.");

**case** 2:

console.log("You selected option 2.");

**case** 3:

console.log("You selected option 3.");

**case** 4:

console.log("You selected option 4.");

**case** 5:

console.log("You selected option 5.");

**case** 6:

console.log("You selected option 6.");

}

Here, each else if statement (option === [value]) has been replaced with a case clause (case [value]:) and those clauses have been wrapped inside the switch statement.

When the switch statement first evaluates, it looks for the first case clause whose expression evaluates to the same value as the result of the expression passed to the switch statement. Then, it transfers control to that case clause, executing the associated statements.

So, if you set option equal to 3...

**var** option = 3;

**switch** (option) {

...

}

***Prints:*** *You selected option 3.  
You selected option 4.  
You selected option 5.  
You selected option 6.*

...then the switch statement prints out options 3, 4, 5, and 6.

But that’s not exactly like the original if...else code at the top? So what’s missing?

**Break statement**

The **break statement** can be used to terminate a switch statement and transfer control to the code following the terminated statement. By adding a break to each case clause, you fix the issue of the switch statement *falling-through* to other case clauses.

**var** option = 3;

**switch** (option) {

**case** 1:

console.log("You selected option 1.");

**break**;

**case** 2:

console.log("You selected option 2.");

**break**;

**case** 3:

console.log("You selected option 3.");

**break**;

**case** 4:

console.log("You selected option 4.");

**break**;

**case** 5:

console.log("You selected option 5.");

**break**;

**case** 6:

console.log("You selected option 6.");

**break**; *// technically, not needed*

}

***Prints:****You selected option 3.*

**QUIZ QUESTION**

What will be the result from the following switch statement?

**var** month = 2;

**switch**(month) {

**case** 1:

**case** 3:

**case** 5:

**case** 7:

**case** 8:

**case** 10:

**case** 12:

days = 31;

**break**;

**case** 4:

**case** 6:

**case** 9:

**case** 11:

days = 30;

**break**;

**case** 2:

days = 28;

}

console.log("There are " + days + " days in this month.");

* 

There are 31 days in this month.

* 

There are 30 days in this month.

* There are 28 days in this month.

SUBMIT

NEXT