

Switch

- Switch is a branch and control statement
- Switch can have 0 or more cases
- Each case is defined with a label
- Depending on the value of expression in switch corresponding case block is executed
- If a case block is not available then default block is executed
- Default block is optional
- Every case block must terminate with break
- If breaks are not mentioned then cases will fall thru
- Switch is used for menu-driven programs