

# Switch

A switch is a conditional statement for enums in Dart. Switches are usually used to take action based on values of a variable that is of the enum type. Although you can use if-statements as well, the code can get quite long and difficult to read using if-statements. That's why switch is present in Dart and many other languages to allow you to take action based on the value inside an enum variable.

Further reading:

- [Switch Case Statement - Tutorialspoint](#)
- [Switch and Case - dart.dev](#)
- [dart Tutorial - Switch Case - riptutorial](#)
- [Switch Case in Dart - GeeksforGeeks](#)
- [Dart Switch Case Statement - W3Schools](#)



## Examples

```
1 // here is a simple enum
2 enum Animal { dog, cat }
3
4 // and a function that can describe it
5 void describe(Animal myAnimal) {
6     switch (myAnimal) {
7         case Animal.dog:
8             print('This is a dog');
9             break;
10        case Animal.cat:
11            print('This is a cat');
12            break;
13    }
14 }
```