Understanding Switch Statement

- Unlike ‘if’ and ‘if-else’ statements, the switch statement can have a number of possible execution paths.
- Switch accepts byte, short, char, and int (1.4v) primitive data types, After jdk 1.5v it started accepting its corresponding ‘**wrapper classes**’ also.
- From jdk 1.7v switch started accepting ‘**String**’ also.
- Switch case should be present in side a loop.
- All the ‘cases’ and ‘default’ are optional in switch statement.
- Independent statements are not allowed inside switch.

Contd…

- Every case label should be "**compile time constant**".
- We can use expressions in the switch statements and in case labels also.
- Case labels range should be with in the range of the data type.
- Switch will not allow duplicate case labels.
- In the switch statement if any case got triggered then from that case onwards all statements will be executed until end of the switch (or) break
- We can write default case only once.
- The default statement is optional and can appear anywhere inside the switch block.

Arrange the following such that the program output is 4 1 2.

- switch(input) ----------1
- { ----------2
- case 2: ----------3
- System.out.print("2 "); ----------4
- } ----------5
- int input = 4; ----------6
- // break; ----------7
- case 1: ----------8
- System.out.print("1 "); ----------9
- default: ----------10
- System.out.print(4); ----------11