# Switch Statements in C++17 Exercises

# Initializer in Switch Statement

- What does it mean to have an initializer in a switch statement?
- Write a simple program that uses an initializer in a switch statement

# Switch Initializer and Structured Binding

- Modify your solution from the last exercise to use a structured binding

# Falling Through Case Labels

- What does it mean to "fall through" a case label?

- Is "falling through" useful?

# Falling Through Case Labels

- Write a simple program that demonstrates "fall through"

# Fallthrough Attribute

- Why is the fallthrough attribute useful?

- Modify your program from the last exercise to use the fallthrough attribute