

# Applying if and switch statements

# Switch

- This is a multi-directional conditional control statement. Sometimes there is a need in program to choice among number of alternatives. For making this choice, we use switch statement.
- Case Statements are special type of Conditional Statements (Selection Control Mechanism) , Basically they are used as a alternative for the long if statements used to compare integral values , By integral values we mean the values that can be expressed as an integer eg :- Characters , Integers , Numbers etc.

```
switch(expression)
```

```
{
```

```
    case constant1:
```

```
        statement1;
```

```
    case constant2:
```

```
        statement2;
```

```
    case constant3:
```

```
        statement3;
```

```
    default:
```

```
        statement4;
```

```
}
```

# Problem with switch

```
void main()
{
int i=2;
switch(i)
{
    case 1:
        printf("I am in case 1");
    case 2:
        printf("I am in case 2");
    case 3:
        printf("I am in case 3");
    case 4:
        printf("I am in case 4");
}
}
```

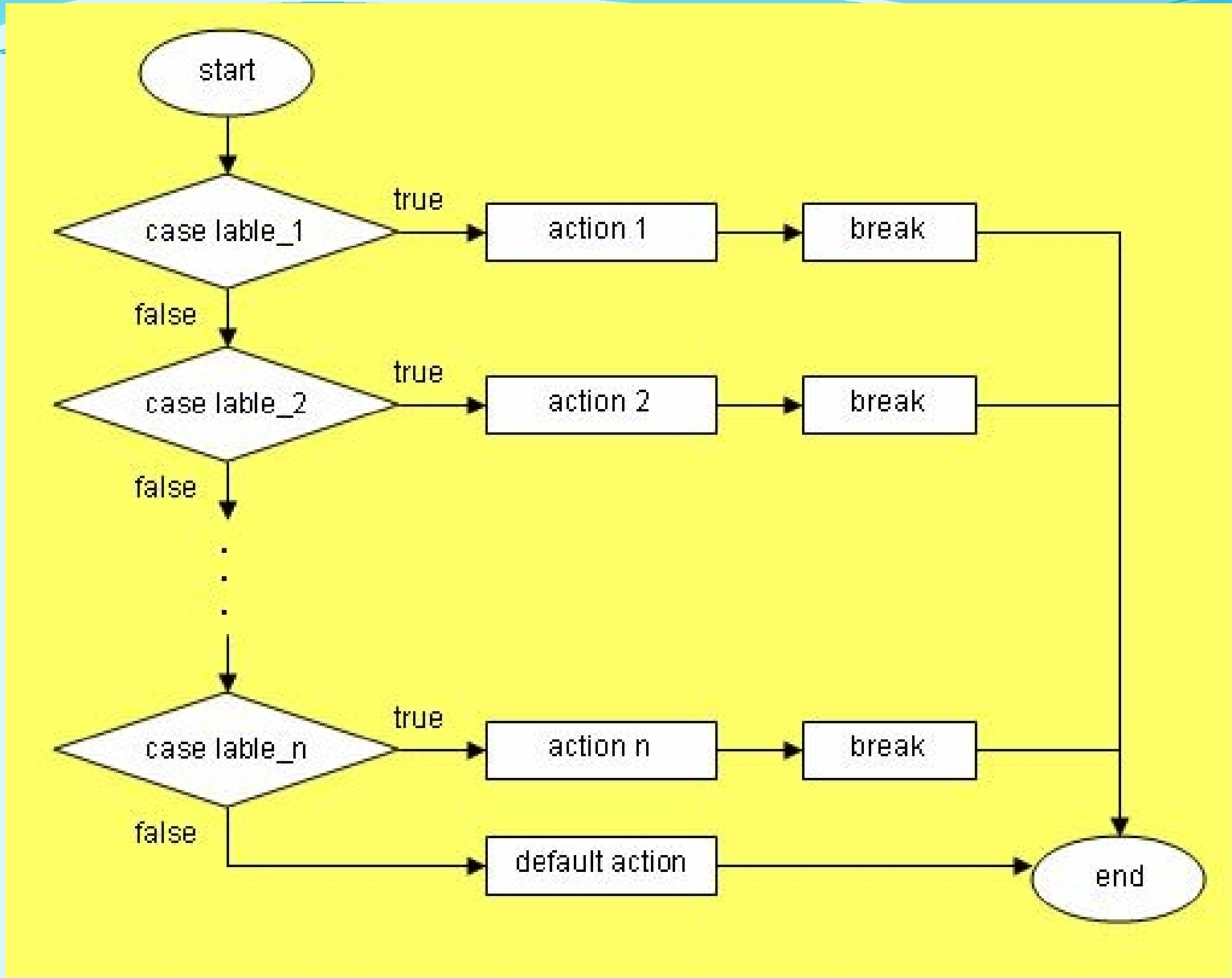
Output:

```
I am in case 2
I am in case 3
I am in case 4
```

# Problem with switch and break

```
void main()
{
int i=2;
switch(i)
{
    case 1:
        printf("I am in case 1");
        break;
    case 2:
        printf("I am in case 2");
        break;
    case 3:
        printf("I am in case 3");
        break;
    case 4:
        printf("I am in case 4");
        break;
}
}
```

Output:  
I am in case 2



# Program to understand switch

```
#include<stdio.h>
#include<conio.h>
void main()
{
int choice;
scanf("%d",&choice);
switch(choice)
{
    case 1:
    printf("first");
    break;
    case 2:
    printf("second");
    break;
    case 3:
    printf("third");
    break;
    default:
    printf("wrong choice");
}
getch();
}
```