



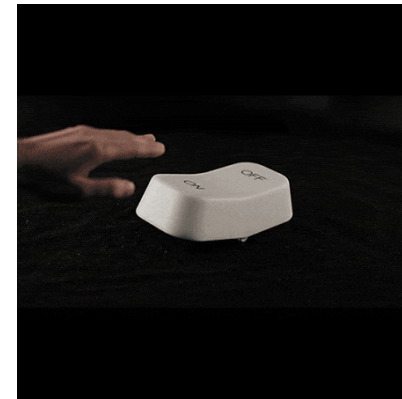
# Fundamental Coding with C

Flow control  
“switch statement”



# Flow control: “switch statement”

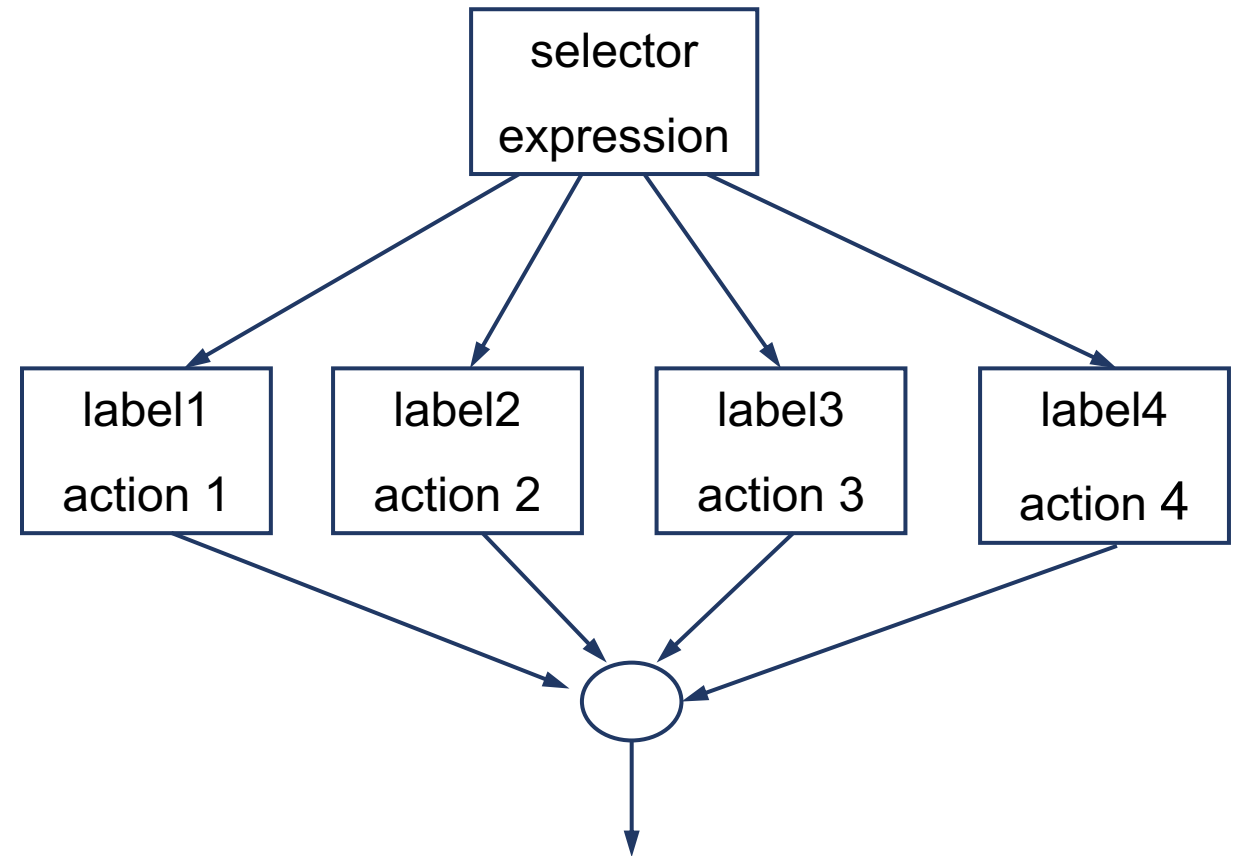
- **switch**: The switch statement provides a way to decide which statement is executed among several possible statements.
- The switch statement evaluates an expression, then attempts to match the result to one of several possible *cases*.
- The match must be an exact match.





# Flow control: “switch statement”

- The `switch` statement evaluates an expression, then attempts to match the result to one of several possible *cases*
- Each case contains a value and a list of statement
- The flow of control transfers to statement associated with the first case value that matches
- Continue execution





# Flow control: “switch statement”

- **switch**: The syntax of an **switch...** statement in C programming language is:

```
switch (<selector expression>) {  
    case <label1> : <sequence of statements>;  
                   break;  
    case <label2> : <sequence of statements>;  
                   break;  
    ...  
    case <labeln> : <sequence of statements>;  
                   break;  
    default : <sequence of statements>;  
}
```

When the sequence of instructions is executed, the break command is necessary to exit the switch.



Fundamental  
Coding with C

It's time to try

<https://repl.it/languages/c>





# Flow control: “switch statement”

```
#include <stdio.h>

int main(void) {
    char grade='c';
    switch (grade)
    {
        case ('a') :printf ("Good Job!\n");
        break;
        case ('b') :printf ("Pretty good.\n");
        break;
        case ('c') :printf ("Better get to work.\n");
        break;
        case ('d') :printf ("You are in trouble.\n") ;
        break;
        default :
            printf ("You are failing!!\n") ;
    }
    return 0;
}
```



# Flow control: “switch statement”

```
#include <stdio.h>

int main(void) {
    char selection;
    printf ("Chose a letter a,b,c,d\n");
    scanf ("%c",&selection);
    switch (selection)
    {
        case ('a') :printf ("Good Job!\n");
        break;
        case ('b') :printf ("Pretty good.\n");
        break;
        case ('c') :printf ("Better get to work.\n");
        break;
        case ('d') :printf ("You are in trouble.\n") ;
        break;
        default :
        printf ("You are failing!!\n") ;
    }
    return 0;
}
```