Conditional Statements / A Selection Structure using switch

Session 6
switch(var) {
  case 1:  //if var=1 this case executes
    stmt;
    break;
  case 2:  //if var=2 this case executes
    stmt;
    break;
  default:  //if var is something else this will execute
    stmt;
}
switch Statements

```java
switch (variable-name)
{
    case value1:
        Execute this;
        break;
    case value2:
        Execute this;
        break;
    case valueN:
        Execute this;
        break;
    default:
        Execute this;
}
```
switch Statement Flow Chart

Variable

value1: Execute this;
value2: Execute this;
valueN: Execute this;
default: Execute this;
Next Statement
The switch-expression must yield a value of char or int type and must always be enclosed in parentheses. The value1, ..., and valueN must have the same data type as the value of the switch-expression. The resulting statements in the case statement are executed when the value in the case statement matches the value of the switch-expression. (The case statements are executed in sequential order.)
The keyword break is optional, but it should be used at the end of each case in order to terminate the remainder of the switch statement.

If the break statement is not present, the next case statement will be executed.
The default case, which is optional, can be used to perform actions when none of the specified cases is true.

The order of the cases (including the default case) does not matter. However, it is a good programming style to follow the logical sequence of the cases and place the default case at the end.
Do not forget to use a break statement when one is needed. For example, the following code always displays Wrong number of years regardless of what num is. Suppose the num is 15. The statement rate = 8.50 is executed, then the statement rate = 9.0, and finally the statement, printf("Wrong number of years").
switch (num) {
    case 7: rate = 7.25;
    case 15: rate = 8.50;
    case 30: rate = 9.0;
    default: printf("Wrong number of years");
}

Without break
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1. /* Program menentukan nama hari berdasarkan inputan */
2. #include <stdio.h>
3. #include <conio.h>
4. void main()
5. { clrscr();
6.   int hari;
7.   puts("Menentukan nama hari\n");
8.   puts("1 = Senin 2 = Selasa 3 = Rabu 4 = Kamis");
9.   puts("5 = Jum’at 6 = Sabtu 7 = Minggu");
10.  printf("\nMasukan kode hari (1-7) : "); scanf("%d", &hari);
11. switch(hari)
12. { case 1 : puts("Hari Senin"); /* kemungkinan pertama */
13. break;
14. case 2 : puts("Hari Selasa"); /* kemungkinan kedua */
15. break;
16. case 3 : puts("Hari Rabu"); /* kemungkinan ketiga */
17. break;
18. case 4 : puts("Hari Kamis"); /* kemungkinan keempat */
19. break;
20. case 5 : puts("Hari Jum’at"); /* kemungkinan kelima */
21. break;
22. case 6 : puts("Hari Sabtu"); /* kemungkinan keenam */
23. break;
24. case 7 : puts("Hari Minggu"); /* kemungkinan ketujuh */
25. break;
26. default : puts("Kode hari yang Anda masukan SALAH");
27. } getch();
28. }
Write a program with using switch to display the word of number from 1 to 10.

1 = One
2 = Two
3 = Three
etc