

SWITCH CASE IN C

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C Switch Statement

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- The switch statement allows us to execute one code block among many alternatives.
- You can do the same thing with the `if...else..if` ladder.
- However, the syntax of the switch statement is much easier to read and write.

Syntax of switch...case

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```
switch (expression)
{
    case constant1:
        // statements
        break;

    case constant2:
        // statements break;

    .
    .
    .
    default:
        // default statements
}
```

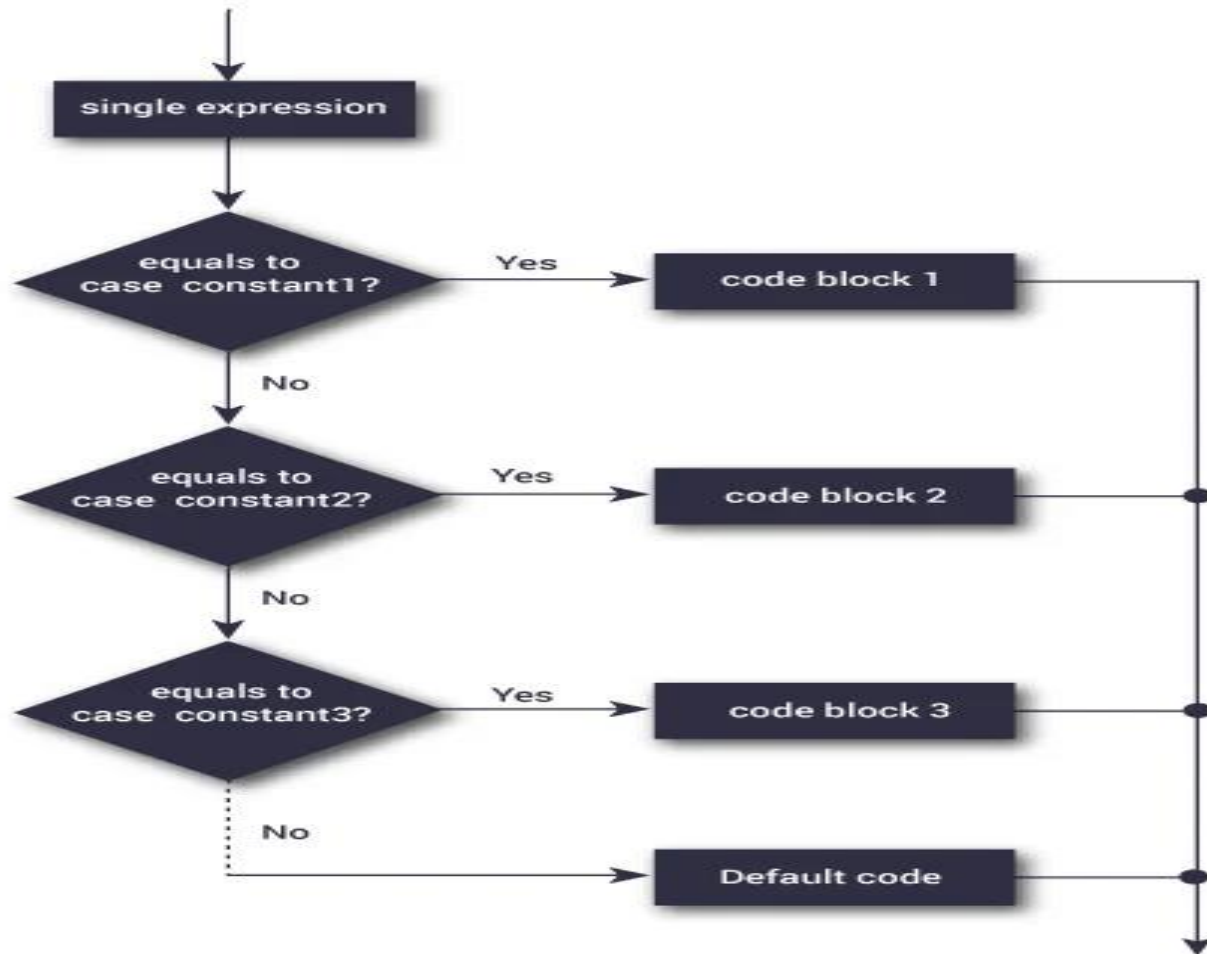
How does the switch statement work?

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- The **expression** is evaluated once and compared with the values of each **case** label.
 - ▣ If there is a match, the corresponding statements after the matching label are executed.
(For example, if the value of the expression is equal to **constant2**, statements after **case constant2:** are executed until **break** is encountered.)
 - ▣ If there is no match, the default statements are executed.
- **Notes:**
 - ▣ If we do not use the **break** statement, all statements after the matching label are also executed.
 - ▣ The **default** clause inside the **switch** statement is optional.

switch Statement Flowchart

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Example of switch Statement

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/ C Program to illustrate the use of switch statement

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    // variable to be used in switch statement
```

```
    int var = 2;
```

```
    // declaring switch cases
```

```
    switch (var) {
```

```
    case 1:
```

```
        printf("Case 1 is executed");
```

```
        break;
```

```
    case 2:
```

```
        printf("Case 2 is executed");
```

```
        break;
```

```
    default:
```

```
        printf("Default Case is executed");
```

```
        break;
```

```
    }
```

```
    return 0;
```

```
}
```

Output

Case 2 is executed

Example:

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demo3.c

```
1  #include <stdio.h>
2  void main()
3  {
4      int n = 3;
5      printf("n=%d \n",n);
6      switch(n)
7      {
8          case 1: printf("the value of n is 1");
9              break;
10         case 2: printf("the value of n is 2");
11             break;
12         case 3: printf("the value of n is 3");
13             break;
14         default: printf("value is invalid");
15     }
16 }
17
```

n = 3

The value of n is 3

nested switch statements

- It is possible to have a switch as a part of the statement sequence of an outer switch.
- Even if the case constants of the inner and outer switch contain common values, no conflicts will arise.

nested switch statements

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```
1  #include <stdio.h>
2
3  int main () {
4
5      /* local variable definition */
6      int a = 100;
7      int b = 200;
8
9      switch(a) {
10
11         case 100:
12             printf("This is part of outer switch\n", a );
13
14             switch(b) {
15                 case 200:
16                     printf("This is part of inner switch\n", a );
17             }
18         }
19
20     printf("Exact value of a is : %d\n", a );
21     printf("Exact value of b is : %d\n", b );
22
23     return 0;
24 }
```

Output:

This is part of outer switch

This is part of inner switch

Exact value of a is : 100

Exact value of b is : 200

THANK YOU