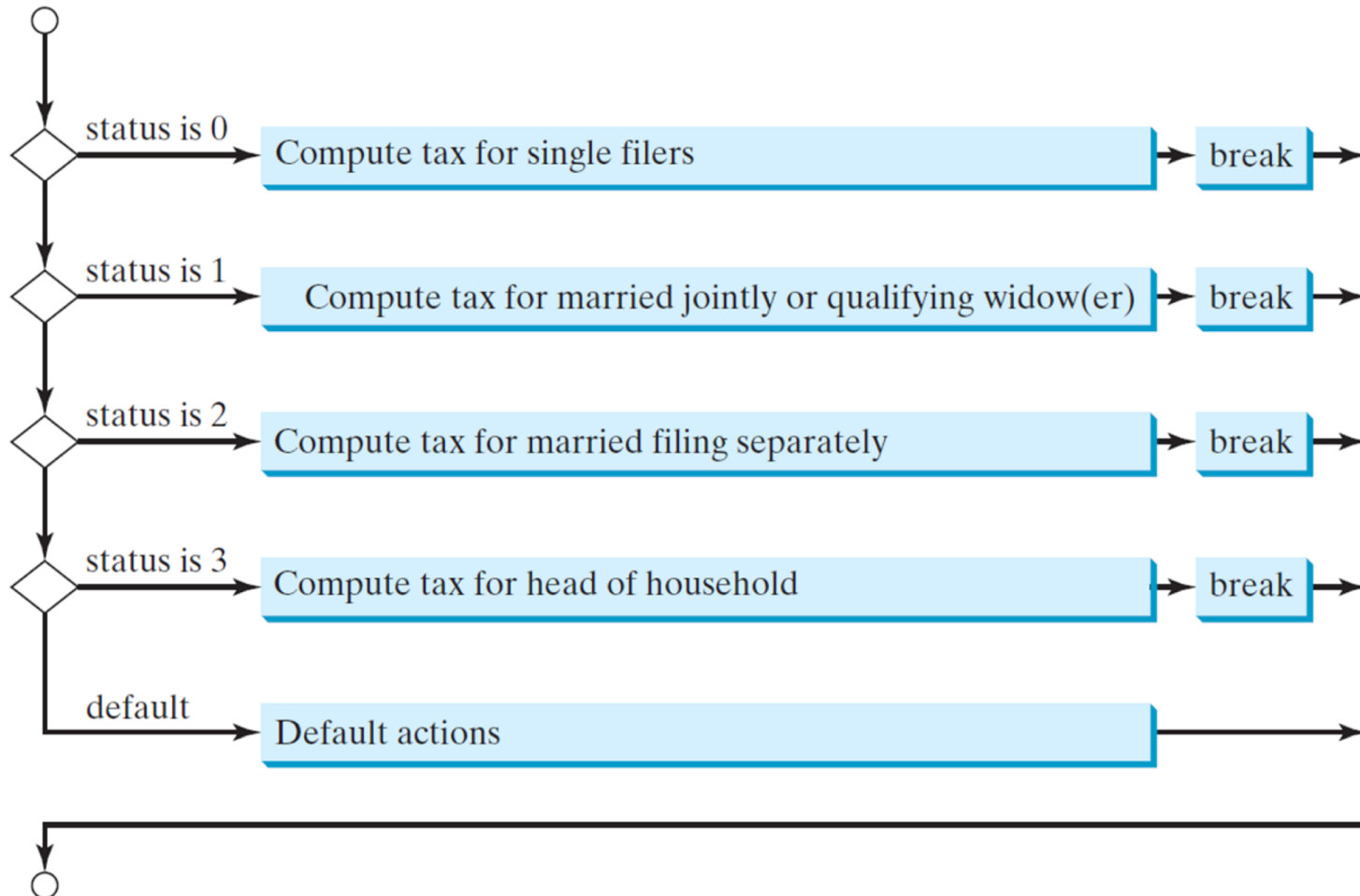


switch Statements

```
switch (status) {  
    case 0: compute taxes for single filers;  
            break;  
    case 1: compute taxes for married file jointly;  
            break;  
    case 2: compute taxes for married file separately;  
            break;  
    case 3: compute taxes for head of household;  
            break;  
    default: System.out.println("Errors: invalid status");  
            System.exit(1);  
}
```

switch Statement Flow Chart



switch Statement Rules (1 of 2)

The switch-expression must yield a value of char, byte, short, 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. Note that value1, ..., and valueN are constant expressions, meaning that they cannot contain variables in the expression, such as $1 + x$.

```
switch (switch-expression) {  
    case value1: statement(s)1;  
        break;  
    case value2: statement(s)2;  
        break;  
    ...  
    case valueN: statement(s)N;  
        break;  
    default: statement(s)-for-default;  
}
```

switch Statement Rules (2 of 2)

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 matches the switch-expression.

```
switch (switch-expression) {  
    case value1: statement(s)1;  
        break;  
    case value2: statement(s)2;  
        break;  
    ...  
    case valueN: statement(s)N;  
        break;  
    default: statement(s)-for-  
        default;  
}
```

When the value in a **case** statement matches the value of the **switch-expression**, the statements *starting from this case* are executed until either a **break** statement or the end of the **switch** statement is reached.