



Programming Essentials

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اساسيات البرمجة
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**Decision Making 2
(Switch Statement)**

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Recap



Syntax of if-else Statement

if (**condition**) {

// code block if condition is true

} else {

// code block if condition is false

}

1. Boolean variable

Example:

```
bool x = true;
if (x)
    cout << "Here we go!";
else
    cout << "We cannot make it";
```

2. Comparison

Example:

```
int x = 10, y = 56;
if (x>=y)
    cout << "X is greater or equal to y";
else
    cout << "Y is greater than X";
```



How if Statement Works



Condition is true

```
int number = 5;  
  
if (number > 0) {  
    // code  
}  
  
// code after if
```

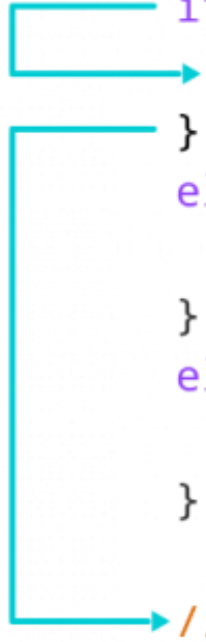
Condition is false

```
int number = 5;  
  
if (number < 0) {  
    // code  
}  
  
// code after if
```

How if...else Statement Works

1st Condition is true

```
int number = 2;  
if (number > 0) {  
    // code  
}  
else if (number == 0){  
    // code  
}  
else {  
    //code  
}  
//code after if
```



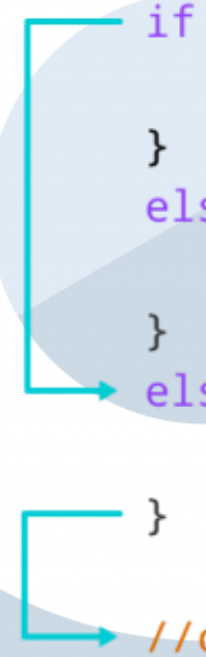
2nd Condition is true

```
int number = 0;  
if (number > 0) {  
    // code  
}  
else if (number == 0){  
    // code  
}  
else {  
    //code  
}  
//code after if
```



All Conditions are false

```
int number = -2;  
if (number > 0) {  
    // code  
}  
else if (number == 0){  
    // code  
}  
else {  
    //code  
}  
//code after if
```





Today, Agenda

- Switch Statement in C++

++





Introduction to Switch Statement

- The **switch** statement allows us to execute a block of code among many alternatives.
- You can do the same thing with the **if...else** statement. However, the syntax of the switch statement is much easier to read and write.
- Why use **switch**?
 - Cleaner alternative to multiple **if-else** conditions
 - Efficient for fixed value comparisons





Syntax of switch Statement

```
switch (expression) {  
  case value1:  
    // code block  
    break;  
  case value2:  
    // code block  
    break;  
  ...  
  default:  
    // code if no case matches
```

- Key Points:
 - **expression** must evaluate to an integer or character
 - **break** exits the **switch** (if omitted, execution falls through)
 - **default** is optional (executes if no case matches)

Example 1 – Simple Grade Checker

- Using if-else:

```
char grade = 'B';  
if (grade == 'A')  
    cout << "Excellent!";  
else if (grade == 'B')  
    cout << "Good!";  
else if (grade == 'C')  
    cout << "Average!";  
else  
    cout << "Needs improvement!";
```

- Using switch (Cleaner!):

```
char grade = 'B';  
switch (grade) {  
    case 'A':  
        cout << "Excellent!"; break;  
    case 'B':  
        cout << "Good!"; break;  
    case 'C':  
        cout << "Average!"; break;  
    default:  
        cout << "Needs improvement!";  
}
```

Example 2 – Day of the Week

- Using switch:

```
int day = 3;
switch (day) {
case 1: cout << "Monday"; break;
case 2: cout << "Tuesday"; break;
case 3: cout << "Wednesday"; break;
// ... cases 4-7 ...
default: cout << "Invalid day!";
}
```

- Using switch (without Break):

```
int day = 2;
switch (day) {
case 1: cout << "Monday";
case 2: cout << "Tuesday"; // No break →
falls through!
case 3: cout << "Wednesday";
}

// Output: "TuesdayWednesday"
```



switch vs if-else Comparison

Feature	switch	if-else
Readability	Better for fixed values	Better for ranges ($x > 10$)
Performance	Faster (jump table)	Slower (sequential checks)
Conditions	Only constants (case 5:)	Any condition (if ($x > 5$))
Fall-through	Possible (if no break)	Not applicable

- When to use **switch**?
 - Checking a variable against multiple constant values (e.g., menus, enums).
- When to use **if-else**?
 - Complex conditions (ranges, logical operators).





Common Pitfalls & Best Practices

- Pitfalls:
 - Forgetting `break` → unintended fall-through.
 - Using non-constant expressions in `case`.
- Best Practices:
 - ✓ Always include `break` unless fall-through is intentional.
 - ✓ Use `default` for handling unexpected values.
 - ✓ Prefer `switch` over `if-else` for readability when appropriate.



Example 1: Simple Calculator

```
#include <iostream>
using namespace std;
int main()
{
    char op;
    float num1, num2;
    cout << "Enter operator (+, -, *, /): ";
    cin >> op;
    cout << "Enter two numbers: ";
    cin >> num1 >> num2;

    switch (op) {
    case '+': cout << "Result: " << num1 + num2; break;
    case '-': cout << "Result: " << num1 - num2; break;
    case '*': cout << "Result: " << num1 * num2; break;
    case '/': cout << "Result: " << num1 / num2; break;
    default: cout << "Invalid operator!";
    }
}
```





Example 2: Traffic Light System

- Task: Simulate traffic light behavior (R = Red, Y = Yellow, G = Green).

```
#include <iostream>
using namespace std;
int main()
{
    char light = 'Y';
    switch (light) {
    case 'R': cout << "Stop!"; break;
    case 'Y': cout << "Slow down!"; break;
    case 'G': cout << "Go!"; break;
    default: cout << "Invalid light!";
    }
}
```





Example 3: Vowel or Consonant Checker

```
#include <iostream>
using namespace std;
int main()
{
    char ch;
    cout << "Enter a letter: ";
    cin >> ch;

    switch (ch) {
        case 'a': case 'e': case 'i': case 'o': case 'u':
            cout << "Vowel!"; break;
        default:
            cout << "Not Vowel!";
    }
}
```



Example 4: Month Days Counter

```
#include <iostream>
using namespace std;
int main()
{
    int month;
    cout << "Enter month (1-12): ";
    cin >> month;

    switch (month) {
    case 1: case 3: case 5: case 7: case 8: case 10: case 12:
        cout << "31 days"; break;
    case 4: case 6: case 9: case 11:
        cout << "30 days"; break;
    case 2:
        cout << "28 or 29 days (leap year)"; break;
    default:
        cout << "Invalid month!";
    }
}
```





What's the output?



```
#include <iostream>
using namespace std;
int main()
{
    int x = 2;
    switch (x) {
        case 1: cout << "One"; break;
        case 2: cout << "Two";
        case 3: cout << "Three"; break;
        default: cout << "Unknown";
    }
}
```





Summary & Key Takeaways

- **switch** is efficient for fixed-value comparisons.
- More readable than **if-else** for multiple conditions.
- Always use **break** (unless fall-through is needed).
- **default** case handles unexpected inputs.





Let's try C++

Install Visual Studio and familiarise yourself with its interface.

