



SWITCH STATEMENT

Switch statement is a control statement that allows us to choose only one choice among the many given choices. The expression in switch evaluates to return an integral value, which is then compared to the values present in different cases. It executes that block of code which matches the case value. If there is no match, then default block is executed (if present).

Syntax

```
switch(expression)
{
    case value-1:
        block-1;
        break;
    case value-2:
        block-2;
        break;
    case value-3:
        block-3;
        break;
    case value-4:
        block-4;
        break;
    default:
        default-block;
        break;
}
```

Example

```
#include<stdio.h>
#include<conio.h>
void main()
{
    int a,b,c,n;
    clrscr();
    printf("\nEnter the value of a,b:");
    scanf("%d%d",&a,&b);
    printf("\nMENU");
    printf("\n1.ADD\n2.SUB\n3.MULTIPLY\n0.EXIT");
    printf("\nEnter the choice:");
    scanf("%d",&n);
    switch(n)
```



```

{
  case 1:
      c=a+b;
      printf("\nThe result of Addition is:%d",c);
      break;

  case 2:
      c=a-b;
      printf("\nThe result of Subtraction is:%d",c);
      break;

  case 3:
      c=a*b;
      printf("\nThe result of Multiplication is:%d",c);
      break;

  case 0:
      exit(0);
      break;
}
getch();
}

```

Output

```

Enter the value of a,b:5
6
MENU
1.ADD
2.SUB
3.MULTIPLY
0.EXIT
Enter the choice:1
The result of Addition is:11

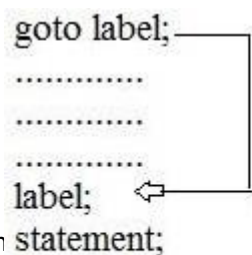
```

goto statement

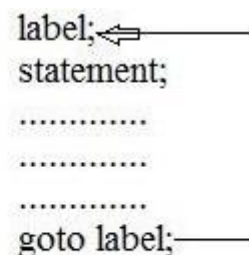
goto statement is used by programmers to change the sequence of execution of a C program by shifting the control to a different part of the same program.It will branch unconditionally.

Syntax:

```
goto label;
```



Forward jump



Backward jump



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Example:

```
#include<stdio.h>

void main()
{
    int age;

    g: //label name
    printf("you are
    Eligible\n");

    s: //label name
    printf("you are not
    Eligible");
    printf("Enter you
    age:"); scanf("%d",
    &age); if(age>=18)
    goto g; //goto
    label g else
    goto s; //goto
    label s getch();
}
```