

OBJECTIVE-C - SWITCH STATEMENT

http://www.tutorialspoint.com/objective_c/switch_statement_in_objective_c.htm

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A **switch** statement allows a variable to be tested for equality against a list of values. Each value is called a case, and the variable being switched on is checked for each **switch case**.

Syntax:

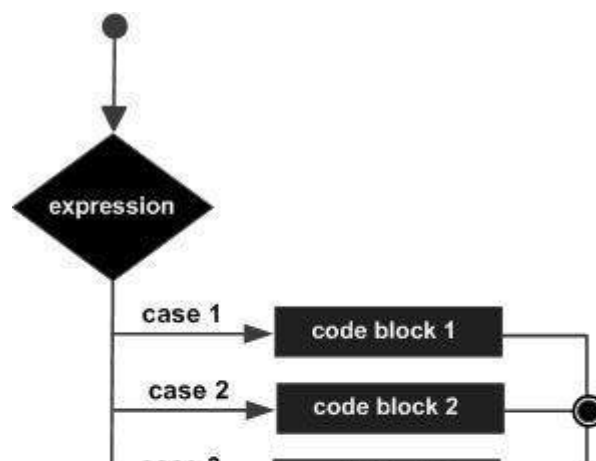
The syntax for a **switch** statement in Objective-C programming language is as follows:

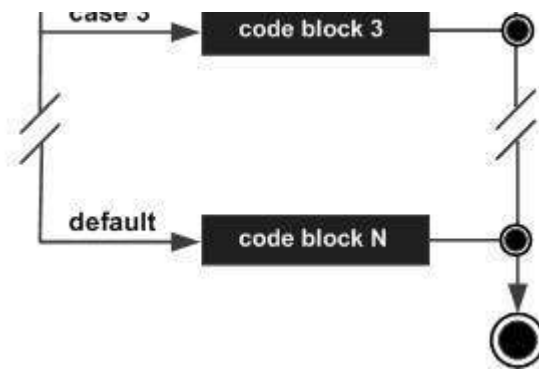
```
switch(expression){  
    case constant-expression :  
        statement(s);  
        break; /* optional */  
    case constant-expression :  
        statement(s);  
        break; /* optional */  
  
    /* you can have any number of case statements */  
    default : /* Optional */  
        statement(s);  
}
```

The following rules apply to a **switch** statement:

- The **expression** used in a **switch** statement must have an integral or enumerated type or be of a class type in which the class has a single conversion function to an integral or enumerated type.
- You can have any number of case statements within a switch. Each case is followed by the value to be compared to and a colon.
- The **constant-expression** for a case must be the same data type as the variable in the switch, and it must be a constant or a literal.
- When the variable being switched on is equal to a case, the statements following that case will execute until a **break** statement is reached.
- When a **break** statement is reached, the switch terminates, and the flow of control jumps to the next line following the switch statement.
- Not every case needs to contain a **break**. If no **break** appears, the flow of control will *fall through* to subsequent cases until a break is reached.
- A **switch** statement can have an optional **default** case, which must appear at the end of the switch. The default case can be used for performing a task when none of the cases is true. No **break** is needed in the default case.

Flow Diagram:





Example:

```
#import <Foundation/Foundation.h>

int main ()
{
    /* local variable definition */
    char grade = 'B';

    switch(grade)
    {
        case 'A' :
            NSLog(@"Excellent!\n" );
            break;
        case 'B' :
        case 'C' :
            NSLog(@"Well done\n" );
            break;
        case 'D' :
            NSLog(@"You passed\n" );
            break;
        case 'F' :
            NSLog(@"Better try again\n" );
            break;
        default :
            NSLog(@"Invalid grade\n" );
    }
    NSLog(@"Your grade is %c\n", grade );

    return 0;
}
```

When the above code is compiled and executed, it produces the following result:

```
2013-09-07 22:44:26.928 demo[17555] Well done
2013-09-07 22:44:26.929 demo[17555] Your grade is B
```