

...cont'd

1 Begin a new program with a preprocessor instruction to include the standard input/output library functions
`#include <stdio.h>`

2 Add a main function that declares and initializes one integer variable and one character variable
`int main()`
{
 `int num = 2 ; char letter = 'b' ;`
}

3 Next in the main function block, insert a switch statement that attempts to match the integer value
`switch(num)`
{
 `case 1 : printf("Number is one\n") ; break ;`
 `case 2 : printf("Number is two\n") ; break ;`
 `case 3 : printf("Number is three\n") ; break ;`
 `default : printf("Number is unrecognized\n") ;`
}

4 Now insert a switch statement that attempts to match the character value
`switch(letter)`
{
 `case 'a' : case 'b' : case 'c' :`
 `printf("Letter is %c\n" , letter) ; break ;`
 `default : printf("Letter is unrecognized\n") ;`
}

5 At the end of the main function block return a zero integer value as required by the function declaration
`return 0 ;`

6 Save the program file then compile and execute the program to see output from the switch statements



switch.c

Hot tip



In `switch` statements the `case` keyword, match-value and colon character are regarded as a unique "label".

```
Administrator: Command Prompt
C:\MyPrograms>gcc switch.c -o switch.exe
C:\MyPrograms>switch
Number is two
Letter is b
C:\MyPrograms>_
```