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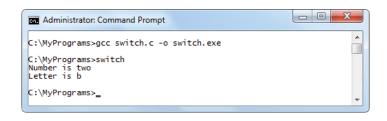**#include <stdio.h>**

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

```
Administrator: Command Prompt

C:\MyPrograms>gcc switch.c -o switch.exe

C:\MyPrograms>switch
Number is two
Letter is b

C:\MyPrograms>_
```

switch.c

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Hot tip

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