AP Unit 5 Lab 3 - Switch Pts: 5 Name _____

Class Hr _____

I. A) The **switch** Statement (5.2 p.199)

1a) Open **AP1ch05lab03.java**

b) Run and write the output: 1b) _____

2a) Change **x = 1** to **x = 2**

b) Run and write the output: 2b) _____

3a) Change **x = 2** to **x = 4**

b) Run and write the output: 3b) _____

4a) Change **x = 4** to **x = 0**

b) Run and write the output: 4b) _____

5a) Change **x = 0** to **x = 1**
and delete the first **break;** statement

b) Run and write the output: 5b) _____

6a) Delete all the **break;** statements

b) Run and write the output: 6b) _____

Summary: A switch statement is a shortcut for multiple **if** statements where the Boolean expressions are an equality comparison using the same integer value. If no match then it falls through to the default which acts as an **else**. Once there is a match then all other decisions are ignored and *all* statements are executed until a **break** is encountered which jump you out of the block of code.

B) Write the output given the following code fragment and the value of x:

```
int x = ?;
switch (x)
{
   case 1:  System.out.print("Hi  ");  break;
   case 2:
   case 3:  System.out.print("Hello  ");  break;
   case 4:  System.out.print("Hey   ");
   default:  System.out.print("Bye");
 }
```

1) x = 2 1) _____

2) x = 4 2) _____

Turn in this sheet to be graded!