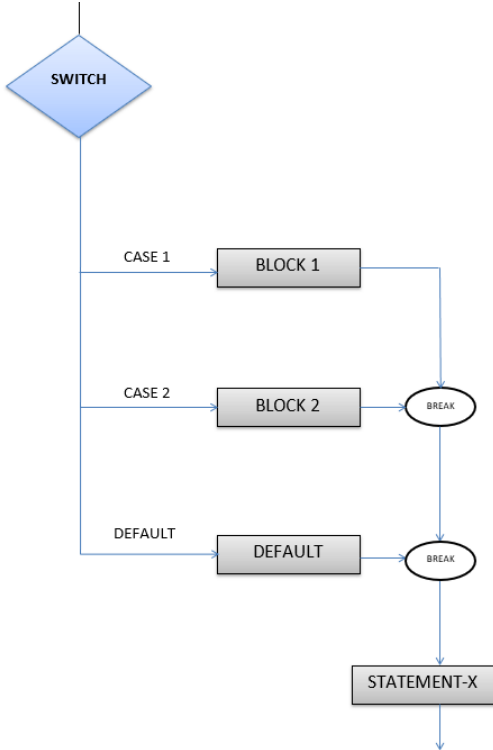


## Case Statement Info

A **switch statement** tests the value of a variable and compares it with multiple cases. Once the **case** match is found, a block of **statements** associated with that particular **case** is executed. Each **case** in a block of a **switch** has a different name/number which is referred to as an identifier



```
#include <stdio.h>
int main() {
    int num = 8; 1
    2 switch (num) {
        case 7:
            printf("Value is 7");
            break;
        case 8: 3
            printf("Value is 8");
            break;
        case 9:
            printf("Value is 9");
            break;
        default:
            printf("Out of range");
            break;
    }
    return 0;
}
```

1. In the given program we have initialized a variable num with value 8.
2. A switch construct is used to compare the value stored in variable num and execute the block of statements associated with the matched case.
3. In this program, since the value stored in variable num is eight, a switch will execute the case whose case-label is 8. After executing the case, the control will fall out of the switch and program will be terminated with the successful result by printing the value on the output screen.