

Conditions

- if else statement

- Switch statement: The switch statement is often faster than if...else (not always). Also, the syntax of switch statement is cleaner and easier to understand.

switch (variable or an integer expression)

```
{
    case constant 1:
        // code to be executed if variable is equal to constant1;

    case constant 2:
        //C++ code

    Case constant n:
        //C++ code

    default:
        // code to be executed if n doesn't match any constant
}
```

Both of the following code fragments have the same behavior, demonstrating the if-else equivalent of a switch statement:

switch example	if-else equivalent
<pre>switch (x) { case 1: cout << "x is 1"; break; case 2: cout << "x is 2"; break; default: cout << "value of x unknown"; }</pre>	<pre>if (x == 1) { cout << "x is 1"; } else if (x == 2) { cout << "x is 2"; } else { cout << "value of x unknown"; }</pre>