

## الشكل العام لجملة switch

- تمكن البرنامج من الانتقاء من بين عدة بدائل (خيارات).
- يمكن لجملة if المتداخلة القيام بنفس المهمة لكن تعتبر جملة switch الأكثر فاعلية.

الشكل العام لجملة **switch**

```
switch (expression) {  
    case constant 1 :  
        statement (s) ...  
        break;  
    case constant 2 :  
        statement (s) ...  
        break;  
    case constant 3 :  
        statement (s) ...  
        break;  
    default:  
        statement (s) ...  
        break;  
}
```

يجب ان يكون expression من النوع byte أو short أو int أو double. غير مسموح به char أو float.

هذه التوابيت يجب ان تكون متوافقة مع نوع التعبير expression. ولا يمكن ان يكون ثوابتي case قيم متطابقة.

تنفذ جملة default إذا لم يطابق أي ثوابت في أي التعبير expression التعبير case اختيارية.

أمثلة:

```

public class progsswitch1{
    public static void main ( String[ ] args){
        int i;
        for(i=0;i<10;i++)
        switch(i){
            case 0:
                System.out.println("i is zero");
                break;
            case 1:
                System.out.println("i is one");
                break;
            case 2:
                System.out.println("i is two");
                break;
            case 3: System.out.println("i is three");
            case 4: System.out.println("i is four");
            default: System.out.println("i is five or more");
        }
    }
}

```

```

public class progsswitch2{
    public static void main ( String[ ] args){
        int i;
        for(i=0;i<10;i++)
        switch(i){
            case 0: System.out.println("i is zero");
            case 1: System.out.println("i is one");
            case 2: System.out.println("i is two");
            case 3: System.out.println("i is three");
            case 4: System.out.println("i is four");
            default:
                System.out.println("i is five or more");
        }
    }
}

```

i is zero  
i is one  
i is two  
i is three  
i is four  
i is five or more  
i is five or more  
i is five or more  
i is five or more

i is zero  
i is one  
i is two  
i is three  
i is four  
i is five or more

i is one  
i is two  
i is three  
i is four  
i is five or more  
i is five or more

progsswitch1

progsswitch2

```

public class progswitch3{
    public static void main ( String[ ] args){
        int i;
        for(i=0;i<10;i++){
            switch(i){
                case 0:
                case 1:
                case 2:
                case 3: System.out.println("i is three");
                case 4: System.out.println("i is four");
                default:
                    System.out.println("i is five or more");
            }
        }
    }
}

```

i is three  
i is four  
i is five or more  
i is three  
i is four  
i is five or more  
i is three  
i is four  
i is five or more  
i is four  
i is five or more  
i is five or more

progswitch3

```

public class progswitch4{
    public static void main ( String[ ] args){
        int i;
        for(i=0;i<10;i++)
            switch(i){
                case 0:
                case 1:
                case 2:
                case 3: System.out.println("i is <= 3"); break;
                case 4: System.out.println("i is four"); break;
                default:
                    System.out.println("i is five or more");
                    Break;
            }
        }
}

```

i is <= 3  
i is <= 3  
i is <= 3  
i is <= 3  
i is four  
i is five or more  
i is five or more

progswitch4

• بالمعمل طبقى البرامج السابقة + من prog40 إلى prog48