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# Switch



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**Switch** statements execute a code block from a list of `case` conditions for which the `expression` validates as `true`. Switch statements are similar to if/else statements.

## Syntax

```
switch (expression)
{
  case alpha:
    // Code block
    break;
  case beta:
    // Code block
    break;
  default:
    // Code block
    break;
}
```

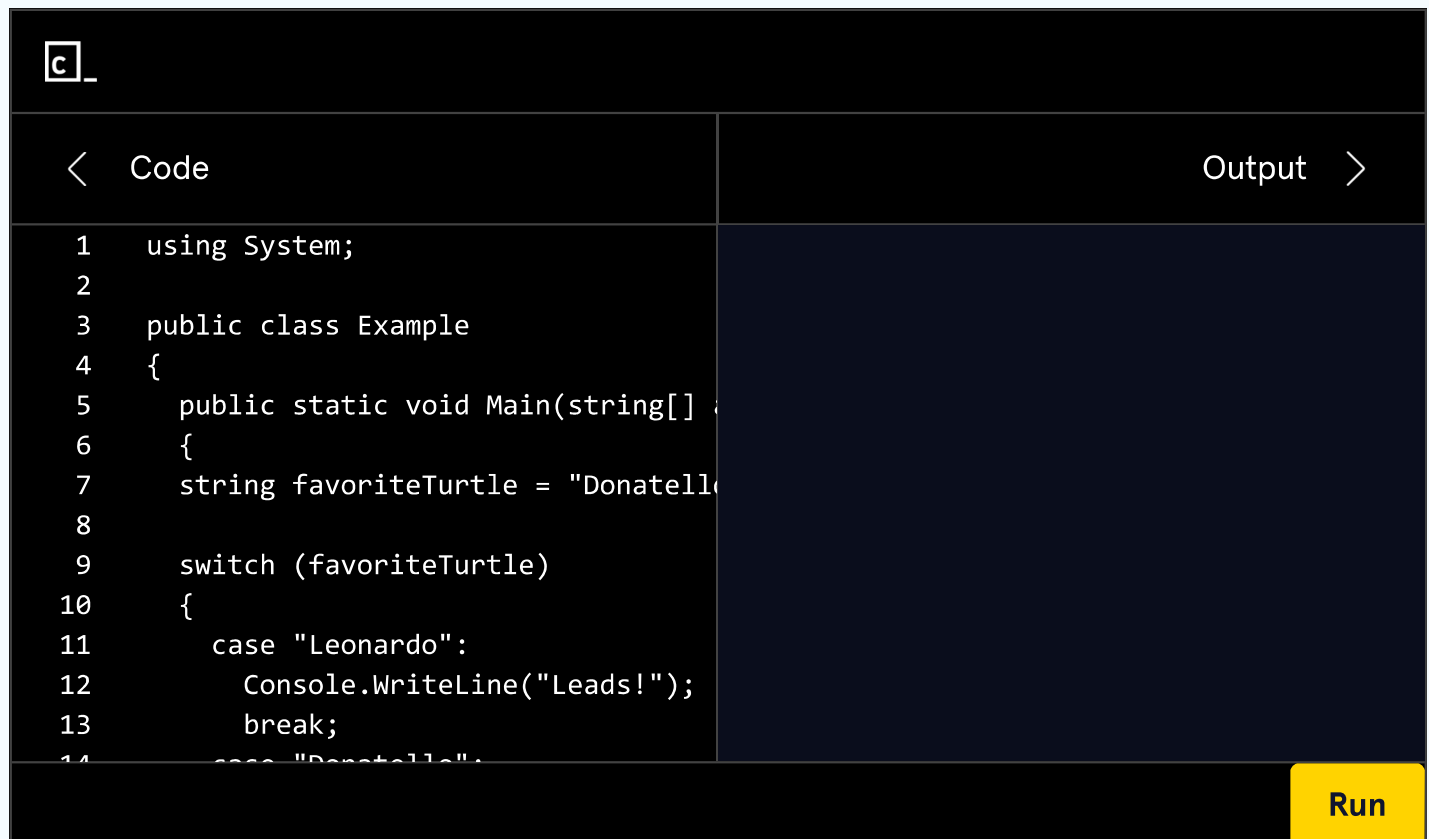
A `switch` statement includes one or more `case` conditions. The `case` conditions are evaluated in top-to-bottom order. If none of the `case` conditions evaluate to `true`, the `default` condition is executed. If no `default` is defined, the switch statement is bypassed.

## Common Switch syntax definitions:

- `switch` : Definition of the `switch` statement.
- `expression` : The logic each `case` will be evaluated against.
- `case` : A value the `expression` is matched against. If the `case` matches the result of the `expression` , the code block within the `case` will be executed.
- `break` (recommended): Terminates the switch statement. Recommended at the end of each `case` and `default` to terminate the switch once the case has been fulfilled. A switch statement tests all cases unless a `break` , `throw` , or `return` statement is used to direct control out of the switch. If no `break` statement exists in a case, C# will throw a compile time error.
- `default` (optional): The behavior executed if no `case` condition matches the `expression` .

## Codebyte Example

The following example creates a string variable named `favoriteTurtle` with the value of `"Donatello"` . A switch statement is defined that evaluates the value of `favoriteTurtle` . If a case matches the value of `favoriteTurtle` , a corresponding message is printed to the console. If none of the cases in the switch statement match the value of `favoriteTurtle` , a default message is printed to the console.



```
using System;
public class Example
{
    public static void Main(string[] args)
    {
        string favoriteTurtle = "Donatello";

        switch (favoriteTurtle)
        {
            case "Leonardo":
                Console.WriteLine("Leads!");
                break;
            case "Donatello":
                Console.WriteLine("Leads!");
                break;
            default:
                Console.WriteLine("Leads!");
                break;
        }
    }
}
```

Run

## All contributors



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