

## Switch Cases

Switch cases are a type of selection. Switch cases hold a set list of options a given variable may match. When a match is found, the associated statements are executed. Switch cases are used when if statements may become too long and complex.

## Example uses

1. Cycle through different primary colours until a match is found against the variable **colour**. Use default to output if **colour** is not one of the three primary colours.

```
switch (colour) {
    case "red":
        System.out.println("Colour is red");
        break;
    case "blue":
        System.out.println("Colour is blue");
        break;
    case "yellow":
        System.out.println("Colour is yellow");
        break;
    default:
        System.out.println("No colour match");
}
```

Remember, we are checking a **STRING** data type here, and so we enclose it in double quote marks. If we were checking a character (char), we would use single marks. For any other data type, we do not enclose it at all.