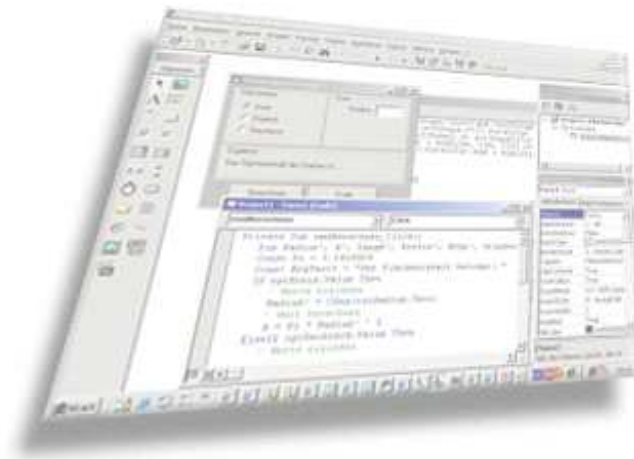


# Entscheidungen II: Switch-Block





# Beispiel I

```
int Punkte,Note;
System.out.println("Punkte:");
Punkte=Keyboard.intInput();
switch (Punkte) {
    case 15:
        Note=1;
    case 14:
        Note=1;
    case 13:
        Note=1;
    case 12:
        Note=2;
    case 11:
        Note=2;
    case 10:
        Note=2;
    default:
        Note=6;
}
System.out.println("Note:"+Note);
```

```
C:\WINDOWS\system32\cmd.exe
Listening for transport dt_shmem at address
Punkte:
15
Note:6
Press any key to continue . . . .
```



# Beispiel II

```
int Punkte,Note;
System.out.println("Punkte:");
Punkte=Keyboard.intInput();
switch (Punkte) {
    case 15:
        Note=1;
        break;
    case 14:
        Note=1;
        break;
    case 13:
        Note=1;
        break;
    case 10:
        Note=2;
        break;
    default:
        Note=6;
}
System.out.println("Note:"+Note)
```

```
C:\WINDOWS\system32\cmd.exe
Punkte:
15
Note:1
C:\Documents and Settings\MrBig\work
Press any key to continue . . .
```



# Beispiel III

```
int Punkte, Note;  
System.out.println("Punkte:");  
Punkte=Keyboard.intInput();  
switch (Punkte) {  
    case 15:  
    case 14:  
    case 13:  
        Note=1;  
        break;  
    case 12:  
    case 11:  
        Note=2;  
        break;  
    default:  
        Note=6;  
}  
System.out.println("Note:"+Note)
```

```
C:\WINDOWS\system32\cmd.exe  
Punkte:  
15  
Note:1  
C:\Documents and Settings\MrBig\work  
Press any key to continue . . .
```



# Syntax I

```
switch (<Selektor>
  case <Wert1>
    <Anweisungen1>
  [case <Wert2>
    <Anweisungen2>]
  [case <Wert3>
    <Anweisungen3>]
  .....
  [case default
    <Anweisungen>]
```

Der Selektor kann wie folgt  
aussehen:

```
switch (a)
  case .....
  Numerischer Selector(integer)
```