

switch

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About

- | **switch** is used to easily check multiple conditions
 - | Alternative to many **if..else if** blocks
- | Switches execute from top-to-bottom
- | Optionally have a "default" action

Basic Example

```
x := 3
switch x {
case 1:
    fmt.Println("1")
case 2:
    fmt.Println("2")
case 3:
    fmt.Println("3")
default:
    fmt.Println("other:", x)
}
```

```
url := "example.com"
switch url {
case "example.com":
    fmt.Println("test")
case "google.com":
    fmt.Println("live")
default:
    fmt.Println("dev")
}
```

Conditional Cases

```
switch result := calculate(5); {  
  case result > 10:  
    fmt.Println(">10")  
  case result == 6:  
    fmt.Println("==6")  
  case result < 10:  
    fmt.Println("<10")  
}
```

Case List

```
switch x {  
  case 1, 2, 3:  
    // ..  
  case 10, 20, 30:  
    // ..  
}
```

Fallthrough

- | fallthrough will continue checking the next case

```
switch letter {  
  case ' ':  
  case 'a', 'e', 'i', 'o', 'u':  
    fmt.Println("A vowel")  
    fallthrough  
  case 'A', 'E', 'I', 'O', 'U':  
    fmt.Println("Vowels are great")  
  default:  
    fmt.Println("It's something else")  
}
```

Recap

- | **switch** can be used to easily check a variable for different values
 - | Use commas to check multiple values on a single case
- | Expressions are allowed as a **case**
 - | Function calls, math, logic
- | The **fallthrough** keyword will execute the next case