

8 Lecture - CS201

Important Subjective

- 1. What is the syntax of a switch statement?**
Answer: The syntax of a switch statement is as follows:
- 2. What is the difference between a switch statement and an if-else statement?**
Answer: A switch statement is used to evaluate a variable or expression against a series of values and execute different code blocks based on the match, while an if-else statement is used to execute different code blocks based on a condition.
- 3. Can a switch statement be nested inside another switch statement?**
Answer: Yes, a switch statement can be nested inside another switch statement.
- 4. What is the purpose of the break keyword in a switch statement?**
Answer: The break keyword is used to exit a switch statement and prevent the execution of the following code blocks.
- 5. Can a switch statement have multiple cases with the same value?**
Answer: No, a switch statement cannot have multiple cases with the same value.
- 6. What is the purpose of the default case in a switch statement?**
Answer: The default case is executed if none of the cases match the expression.
- 7. Can a switch statement be used with floating-point numbers in C++?**
Answer: No, a switch statement cannot be used with floating-point numbers in C++.
- 8. What happens if a case in a switch statement is missing a break statement?**
Answer: If a case in a switch statement is missing a break statement, the program will continue to execute the code blocks of the following cases until a break statement is encountered or the switch statement is exited.
- 9. Can a switch statement be used with strings in C++?**
Answer: Yes, a switch statement can be used with strings in C++.
- 10. What are the advantages of using a switch statement over an if-else statement?**
Answer: The advantages of using a switch statement over an if-else statement are better readability and maintainability of code, especially when dealing with a large number of conditions. Switch statements can also improve performance in certain situations.