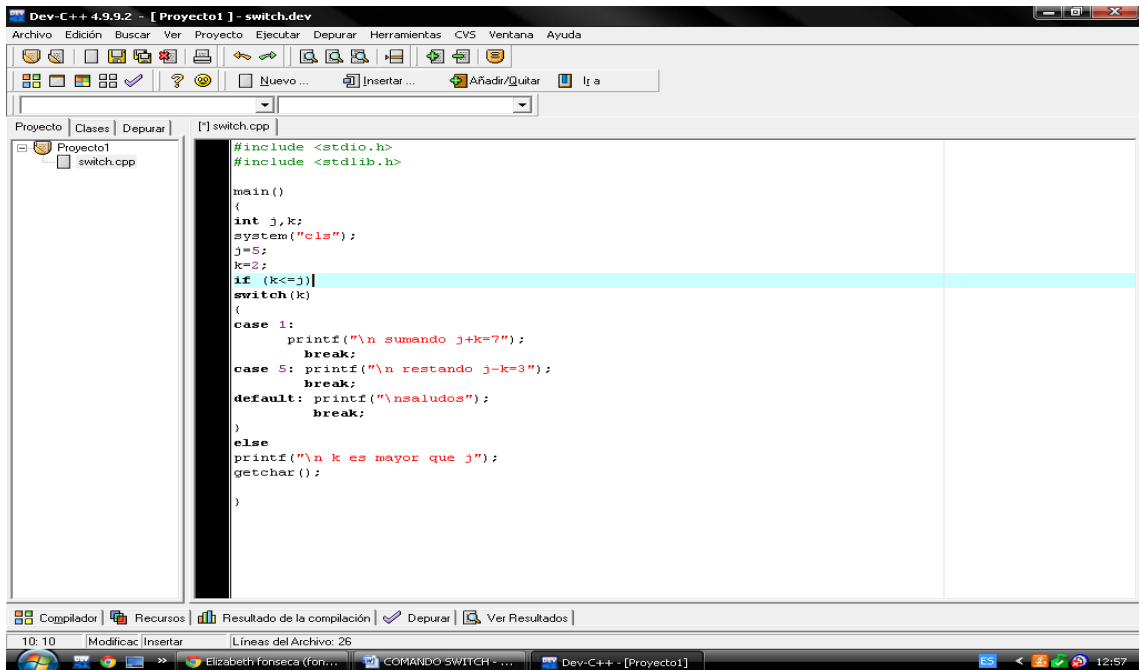


COMANDO SWITCH

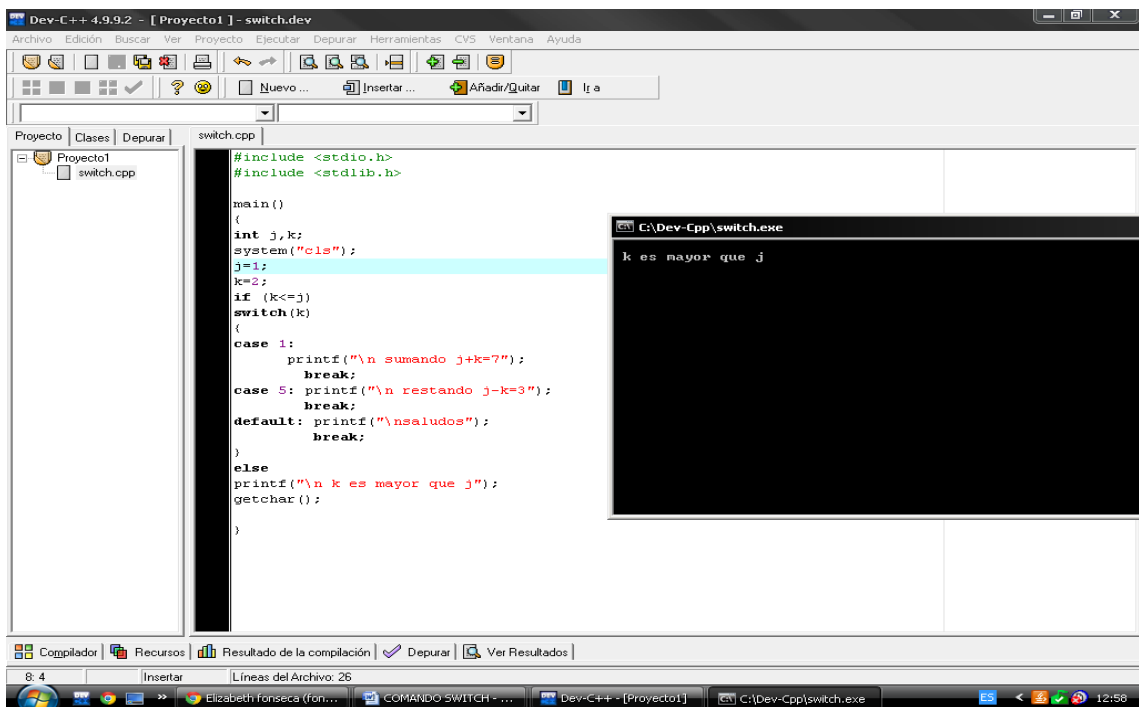
Switch con $j > k$



```
#include <stdio.h>
#include <stdlib.h>

main()
{
    int j,k;
    system("cls");
    j=5;
    k=2;
    if (k<=j)
    switch(k)
    {
        case 1:
            printf("\n sumando j+k=7");
            break;
        case 5: printf("\n restando j-k=3");
            break;
        default: printf("\n saludos");
            break;
    }
    else
    printf("\n k es mayor que j");
    getchar();
}
```

Switch con $j < k$



```
#include <stdio.h>
#include <stdlib.h>

main()
{
    int j,k;
    system("cls");
    j=1;
    k=2;
    if (k<=j)
    switch(k)
    {
        case 1:
            printf("\n sumando j+k=7");
            break;
        case 5: printf("\n restando j-k=3");
            break;
        default: printf("\n saludos");
            break;
    }
    else
    printf("\n k es mayor que j");
    getchar();
}
```

C:\Dev-Cpp\switch.exe
k es mayor que j

