

# Select Case Blocks

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# Selector and Case Clauses

- A *selector* is an expression that determines the choices. A *Case clause* is a statement of the form

*Case valueList*

where *valueList* itemizes the values of the selector for which the action following this Case clause should be taken. The items on the *valueList* must evaluate to a constant of the same type as the selector.

# Select Case Block

Select Case *selector*

Case *valueList1*

*action1*

Case *valueList2*

*action2*

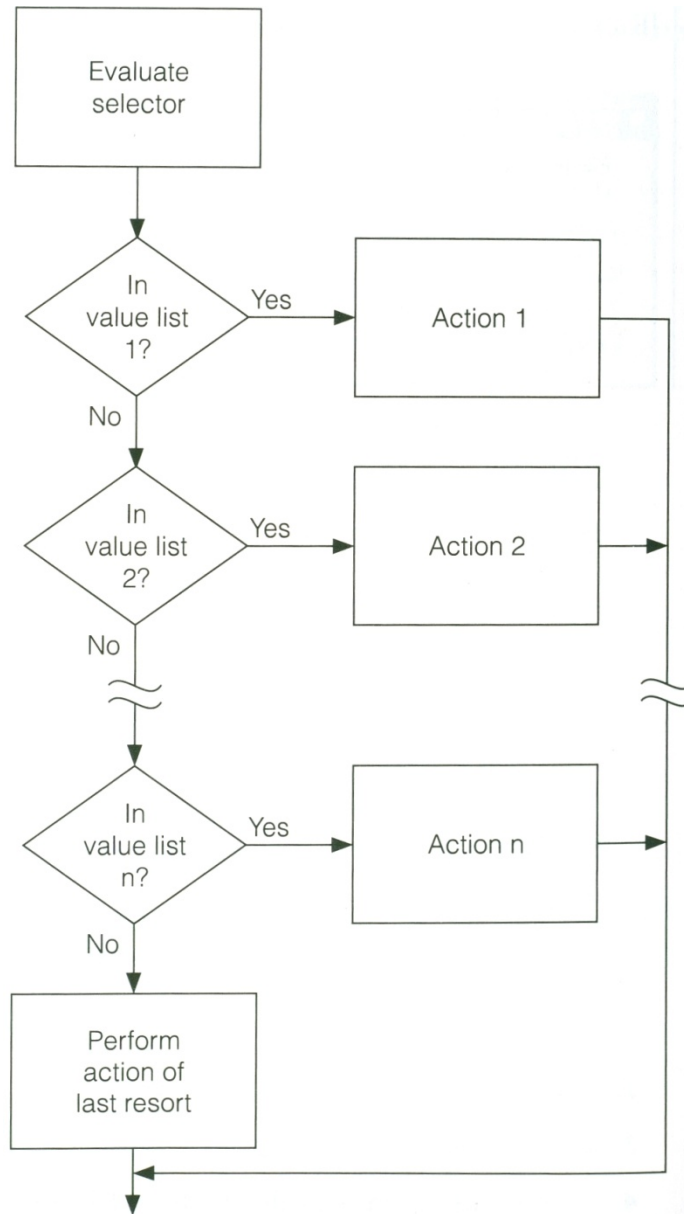
...

Case Else

*action of last resort*

End Select

# Select Case Block Flowchart



# Example

```
Private Sub cmdInterpret_Click()  
    Dim x As Integer, y As Integer, num As Integer  
    'One, Two, Buckle My Shoe  
    picPhrase.Cls  
    x = 2  
    y = 3  
    num = Val(txtNumber.Text)  
    Select Case num  
        Case y-x, x  
            picPhrase.Print "Buckle my shoe."  
        Case Is <= 4 'Is refers to the selector value  
            picPhrase.Print "Shut the door."  
        Case x+y To x*y 'The range is covered inclusively  
            picPhrase.Print "Pick up sticks."  
        Case 7,8  
            picPhrase.Print "Lay them straight."  
        Case Else  
            picPhrase.Print "Start all over again."  
    End Select  
End Sub
```