

Unit Three Lecture Three:

Topic 1: The Switch Statement

This is a multiple-branch selection statement. It successively tests the value of an expression against a list of integer, character, or String constants. When a match is found, the statements associated with that constant are executed. It takes the general form...

```
switch (char/int/String expression)
{
    case constant1:
        statement sequence;
        break;           // without the break; in each
    case constant2:     // case, the following cases
        statement sequence; // would also be executed.
        break;
    case constant3:
        statement sequence;
        break;
    .
    .
    .
    default:           // default is optional
        statement sequence;
}
```

Example:

```
String grade;
int points = 0;
.
.
.
switch(grade)
{
    case "A":           // a letter grade of "A" or "a"
    case "a":           // will add 4 to points.
        points += 4;
        break;
    case "B":
    case "b":
        points += 3;
        break;
    case "C":
    case "c":
        points += 2;
        break;
    case "D":
    case "d":
        points += 1;
}
```

Topic 2: Using a JTextArea on your applet

There are several problems with drawing right to your applet.

- commands like `\n` and `\t` do not work
- you are constantly trying to determine where to place your output

To remedy these problems, we can place our output in a `JTextArea` and then attach it to an applet using a `Container`. The following code will show you how to do this.

```
import javax.swing.JApplet;
import javax.swing.JTextArea;
import java.awt.Container;

public class myTextArea extends JApplet
{
    public void init()
    {
        double ans;
        String result;
        .
        .
        .
        result = "Total Retail Value =\n\t" + ans;

        JTextArea outputArea = new JTextArea();
        outputArea.setText(result);

        Container container = getContentPane();
        container.add(outputArea);
    }
}
```

Using a `Container` eliminates the need for a `paint` method in your class.

Assignment U3A3: Days in a Month project