Subject: re: Bug in SWITCH - ELSE: statement?
Posted by Jean H. on Thu, 11 Oct 2007 15:49:56 GMT
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> Hi everyone,
>
> can someone explain this to me please?
>
>> From the IDL helpfile for SWITCH: (I'm using V6.4)
>
> The ELSE clause of the SWITCH statement is optional. If included, it
> matches any selector expression, causing its code to be executed. For
> this reason, it is usually written as the last clause in the switch
> statement. **The ELSE statement is executed only if none of the
> preceding statement expressions match.** If an ELSE clause is not
> included and none of the values match the selector, program execution
> continues immediately below the SWITCH without executing any of the
> SWITCH statements.

The help file is a bit cumbersome to understand. The preceding paragraph
says:
If a match is found, program execution jumps to that statement and
execution continues from that point. Whereas CASE executes at most one
statement within the CASE block, ***SWITCH executes the first matching
statement and any following statements in the SWITCH block***. Once a
match is found in the SWITCH block, execution falls through to any
remaining statements. For this reason, the BREAK statement is commonly
used within SWITCH statements to force an immediate exit from the SWITCH
block.

In other words, If no conditions are met, the Else statement is
applied... but if a condition is met and you are not using a Break
statement, then everything beyond this condition, including the Else
statement, is applied..

Jean