- labs 3 ext. 2 days
- labs 3 ext. 1 day

Rules on switch:

- switch() can be used with int, byte, short, char, String, 
  enum types, and no others.
- default is optional. If its missing and expr doesn't match any case, nothing happens.
If a `break` statement is missing, then execution falls through to the next case.

Ex:  Switch 2.java
     Switch 3.java
     Switch 4.java
     / use 'fall through' feature
Chapter 4: methods (functions)

- modularity
- stepwise - retirement
- top-down design

Structure chart:

```
Problem
  A
  E  F  G
    H  I
  B
  C
  D
```
Functions/methods allow for implementation of modularity.

Ex: HelloName.java

Functions occur in two contexts:
- function definition
- function calls.
general form for a static function definition:

\[
\text{static type } \text{fun-name (param. list)} \{ \\
\quad \text{// declaration of variables} \\
\quad \text{// executable stuff} \\
\quad \text{return exp;} \quad \text{// only if type not void }
\}
\]

function call:

\[
\text{fun-name (arg. list)} ;
\]

\[
\text{var = } \text{fun-name (arg. list)} ;
\]

value of this exp is value of exp in return stmt.
Ex. Min.java

Ex. Functions.java