

NAME

switch – switch on value

SYNOPSIS

```
(switch value in r0)
jsrr5,switch; swtab
(not-found return)
...
swtab: val1; lab1;
...
valn;labn
..; 0
```

DESCRIPTION

Switch compares the value of r0 against each of the val_{*i*}; if a match is found, control is transferred to the corresponding lab_{*i*} (after popping the stack once). If no match has been found by the time a null lab_{*i*} occurs, *switch* returns.

BUGS