

**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<sub>i</sub>; if a match is found, control is transferred to the corresponding lab<sub>i</sub> (after popping the stack once). If no match has been found by the time a null lab<sub>i</sub> occurs, *switch* returns.

**BUGS**