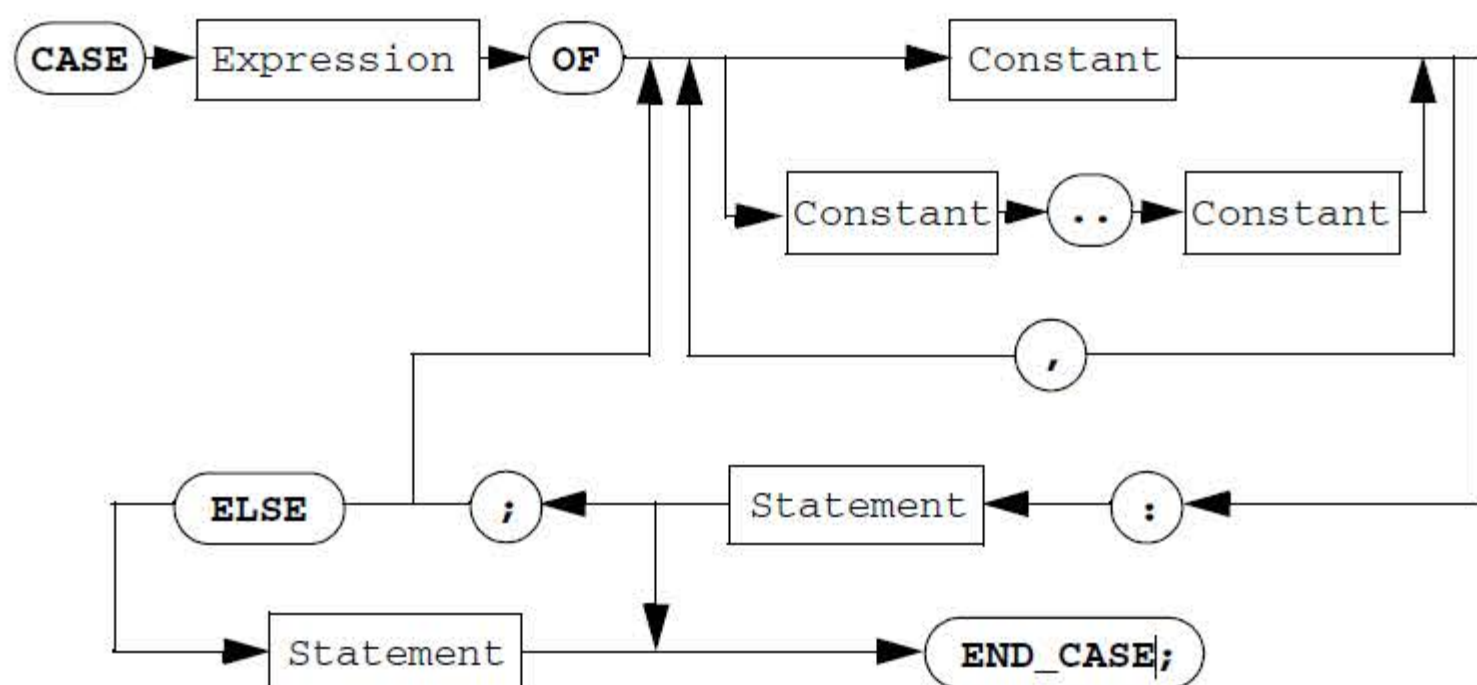


## CASE statement

A **CASE** consists of an expression (the selector) and a list of branches, which can be of any length. Each of these branches is preceded by one or more constants or the keyword **ELSE**. The selector must be an integer data type.



Constants must not be defined more than once and must also conform to an integer data type that is compatible with the selector type. A branch that is preceded by a constant is carried out if the value of the constant is equal to that of the selector. The same applies if a range includes the value of the selector. If the value of the selector does not agree with either a constant or a range, the branch following **ELSE** is carried out. If no **ELSE** branch is defined, the program continues with the next statement following the **CASE** statement.

A few examples:

CONST

```
plus:= 1;
minus:= 2;
times:= 3;
```

END CONST

## CASE operator OF

```
plus: a := b + c;
minus: a := b - c;
times: a := a * b;
```

END CASE;

**CASE** state **OF**

```
0: display_text := 'O.K.';
1,5: display_text := 'Excessive temperature';
2 .. 4: display_text := 'Torque';
7: display_text := 'No feedback';
6, 8 .. 10: display_text := 'No auxiliary power';
ELSE display_text := 'Unknown error';
```

END CASE;