

Run:

```
Please make your treat selection:  
1 - Beverage.  
2 - Candy.  
3 - Hot dog.  
4 - Popcorn.  
Your choice:
```

Press **2**, for Candy. Love them Hot Tamales! You see

```
Candy  
That will be $5.50
```

Gadzooks! For Hot Tamales? I'm sneaking food in next time. . . .

Run the program again and try a few more options. Then, try an option not on the list. Type **M** for a margarita:

```
That is not a proper selection.  
I'll assume you're just not hungry.  
Can I help whoever's next?
```

Oh, well.

The switch-case Solution to the LOBBY Program

Don't all those `else-if` things in the `LOBBY1.C` program look funny? Doesn't it appear awkward? Maybe not. But it is rather clumsy. That's because you have a better way to pick one of several choices in C. What you need is a `switch-case` loop.

Right away, I need to tell you that `switch-case` isn't really a loop. Instead, it's a *selection statement*, which is the official designation of what an `if` statement is. `switch-case` allows you to select from one of several items, like a long, complex string of `if` statements — the kind that's now pestering the `LOBBY1.C` program.