```
    case 'B':
        printf("The B key.\n");
        break;
    case 'C':
    case 'D':
        printf("The C or D keys.\n");
        break;
    default:
        printf("I don't know that key.\n");
}
```

Suppose that key is a single-character variable containing a character that was just typed at the keyboard. Here are three examples of how it would work:

Example 1: Suppose that the key variable contains the letter *A*. The program works:

```
switch(key)
```

Pick a key! So, key equals big A. Mosey on down the case list:

```
case 'A':
```

Yup, we have a match. The value of key equals the constant, big A. Execute those statements:

```
printf("The A key.\n");
```

Message printed. Then:

```
break;
```

Bail out of the switch-case thing. I'm done.

If you didn't bail out at this point, the rest of the statements in the switch-case structure would be executed *no matter what*.

Example 2: Suppose that a user presses the C key. Here's how it works:

```
switch(key)
```

key is a C. It's time to check the case statements for a match:

```
case 'A':
```