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.