

```

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':
```

