SWITCH statement

Last Updated: 2024-04-03

A SWITCH statement transfers control to a set of one or more rules assignment statements depending on the value of an expression.

The SWITCH statement has the following syntax:

```
switch (expression) {
case "stringliteral":
        rules
case "stringliteral":
        rules
...
default:
        [rules]
}
```

The *expression* can be any valid expression. For example:

```
switch($node)
```

The *stringliteral* can be any string value. For example:

```
case "jupiter":
```

You can have more than one *stringliteral* separated by the pipe (|) symbol. For example:

```
case "jupiter" | "mars" | "venus":
```

This case runs if the expression matches any of the specified strings.

The SWITCH statement tests for exact matches only. Wherever possible, use this statement instead of an IF statement because SWITCH statements are processed more efficiently and therefore run more quickly.

Any rules in the DEFAULT case are run if no other case is matched. Each SWITCH statement must contain a default case, even if there are no rules associated with it. There is no fall through from one case to another.

The behaviour of a BREAK statement in a SWITCH statement case is identical to the behaviour of a BREAK statement inside an IF statement. If the SWITCH statement is inside the body of a loop statement then the process will exit the loop. If the SWITCH statement is not part of a loop body then the rules processing of the event is terminated at that point and the event is sent on to the ObjectServer.

Parent topic:

→ Control statements in rules files