The `switch` statement is different from similar statements in languages such as Pascal in a very important way. Each C++ case label functions only as a line label, not as a boundary between choices. That is, after a program jumps to a particular line in a `switch`, it then sequentially executes all the statements following that line in the switch unless you explicitly direct it otherwise. Execution does NOT automatically stop at the next case. To make execution stop at the end of a particular group of statements, you must use the `break` statement. This causes execution to jump to the statement following the `switch`.

Listing 6.10 shows how to use `switch` and `break` together to implement a simple menu for executives. The program uses a `showmenu()` function to display a set of choices. A `switch` statement then selects an action based on the user's response.

**Compatibility Note**

Some implementations treat the `\a` escape sequence (used in case 1 in Listing 6.10) as silent.

**Listing 6.10 switch.cpp**

```cpp
// switch.cpp -- use the switch statement
#include <iostream>
using namespace std;
void showmenu(); // function prototypes
void report();
void comfort();
int main()
{
    showmenu();
    int choice;
    cin >> choice;
    while (choice != 5)
    {
        switch(choice)
        {
```