using characters instead of integers as menu choices and switch labels. Then, you could use both an uppercase and a lowercase label for the same statements:

```cpp
char choice;
cin >> choice;
while (choice != 'Q' && choice != 'q')
{
    switch(choice)
    {
    case 'a':
    case 'A': cout << "\a\n";
        break;
    case 'r':
    case 'R': report();
        break;
    case 'l':
    case 'L': cout << "The boss was in all day.\n";
        break;
    case 'c'
    case 'C': comfort();
        break;
    default : cout << "That's not a choice.\n";
    }
    showmenu();
cin >> choice;
}
```

Because there is no break immediately following case 'a', program execution passes on to the next line, which is the statement following case 'A'.

### Using Enumerators as Labels

Listing 6.11 illustrates using enum to define a set of related constants and then using the constants in a switch. In general, cin doesn't recognize enumerated types (it can't know how you will define them), so the program reads the choice as an int. When the switch statement compares the int value to an enumerator case label, it promotes the enumerator