

## Switch Exercise

The purpose of this lab is to give you some practice with the “switch case”, ‘while’, and ‘if’ statements. Follow the steps below and **turn in your completed source code on easel.**

This basic idea of this assignment is that we are going to place a PC running this program in a local mall to summarize the results of favorite drink survey. Individuals will be asked to enter their vote by typing a character that represents their choice on the keyboard. At the end of the day, the person responsible for the test will enter a ‘q’, which will be the signal to quit. At that point the program will report the winner of the contest.

### Rules:

1. Your survey must have at least three drink choices.
2. Invalid choices should be ignored.
3. The drink choices must work for upper and lower case entries. For example, ‘C’ and ‘c’ should work for Coke.
4. **You must use a switch case in your logic.**
5. Two and three way ties must be reported accurately.