1. The **switch** statement selects for execution a statement list having an associated label that corresponds to the value of an expression.
2. The **do-while** loop tests the condition at the bottom of the loop instead of at the top.
3. The only operator that takes three arguments is the **for** operator.
4. The **foreach** loop is the most compact way to iterate through the items in a collection.
5. On a 32-bit computer, a variable of int data type takes **4** bytes of memory.
6. To access the first element of an array, you use an index of **0**.
7. **Recursion** is a programming technique that causes a method to call itself in order to compute a result.
8. **Readonly** are data fields or local variables whose value cannot be modified.
9. When an algorithm involves a large number of conditions, a(n) **decision table** is a compact and readable format for presenting the algorithm.
10. A(n) **flow-chart** is a graphical representation of an algorithm.
11. **B**
12. **C**
13. **C**
14. **C**
15. **C**
16. **A**
17. **B**
18. **B**
19. **B**
20. **B**