

# What prints to the console?

```
typedef enum
{
    VehicleTypeCar,
    VehicleTypeTruck,
    VehicleTypeMotorcycle,
    VehicleTypeBoat
} VehicleType;

Vehicle *aBike = [[Vehicle alloc]
init];
aBike.vehicleType =
VehicleTypeMotorcycle;

switch(aBike.vehicleType)
{
    case VehicleTypeCar:
        NSLog(@"You found a car.");
        break;
    case VehicleTypeTruck:
        NSLog(@"You found a truck.");
        break;
    case VehicleTypeMotorcycle:
        NSLog(@"You found a motorcycle.");
    case VehicleTypeBoat:
        NSLog(@"You found a boat.");
        break;
    default:
        NSLog(@"Not sure what kind of vehicle
this is.");
        break;
}
```

You found a motorcycle.

You found a boat. (missing a break statement).

# Finish the method call inside the IBAction

CalculatorBrain

- `operand1String` is a property
- `addOperandDigit:(NSString *)digit` is a method

```
- (IBAction *)operandTapped:(UIButton *)sender  
{  
    [brain ...];  
}
```

```
[brain addOperandDigit:sender.titleLabel.text];
```

# What auto layout rules would you need to place the blue view where it is onscreen?

- centered vertically
- centered horizontally
- `blueView.height` proportional
- to `superview.height` with multiplier of 0.2
- `blueView.width` proportional to `superview.height` w/ multiplier of 0.2

or

- aspect ratio of `blueView.width` to `blueView.height` 1:1

