

1.

```
0
1
2
3
4
```

2. 101

3. to find errors early in development

4. `==` checks if **values** are equal, which means that `'1' == 1` is true. `===` checks if the **values** and **types** are the same. So `'1' === 1` is false

5. `if` checks if a logical expression is true like `if(x < 0) {...}`. `switch` matches a value with other values in the block like:

```
switch (x){
  case 1:
    //...
    break; // Each case must end with a break to avoid the
execution of the next case (unless intended)
  case 2:
    //...
    break
  //...
}
```

you could use a switch statement like an if condition by switching on `true`:

```
switch (true){
  case x < 10:
    //...
    break;
  //...
}
```

in this case, the switch statement matches `true` with the first case that evaluates to `true` and starts execution from that case