Anthony Scholeno

C# HW 04

1. True and False
2. Equality == !=, Relational operator < <= > >=. Equality operators you determine whether one value is the same as another value of the same type. Relational operators you use to find out whether a value is less than or greater than another value of the same type.
3. It looks at left hand operand then the right hand
4. || boolean operator when applied returns true when any one of the two operand (or boolean expression) or both operand evaluates to true. && boolean operator when applied returns true only when both operand (or boolean expression) evaluates to true.
5. Highest precedence (), Lowest assignment operator
6. If we use curly braces all statement within curly braces will get executed when "if" condition satisfies. When false no statement will get executed.
7. allows execution to fall through to the next label and leading to bugs
8. 1. Switch – Specifies a pattern to match
   2. Case – Specifies a pattern to compare to the match expression
   3. Break - Used to exit the switch section
   4. Default - specifies the switch section to execute if the match expression doesn't match any other case label.
9. The way the math is executed.
10. Recursive method calls itself. Beer explanation – Drink one beer and see if any are left, Then drink another beer and see if any are left. If none are left stop