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Q>
```
public class Test{
	public static void main(String args[]){
		int x=10;
		switch(x)
		{
				System.out.println("hello"); //Statement is not a part of
case lable so CompileTime Error
		}
	}
}
```
A. CompileTimeError
B. hello
C. JVM will create problem at the runtime
D. None of the above

answer : A

Q>
```
switch(args){
	case label1: stmt-1;
	case label2: stmt-2;
	default : stmt-n
}
```
label in switch should be "Compiletime Constants", meaning the value should be know to compiler otherwise CE>

```
public class Test{
	public static void main(String args[]){
		int x= 10;
		int y = 20;
		switch(x)
		{
			case 10: System.out.println("hello");
					break;
			case y:System.out.println("hiee"); //CE: 'y' value is not
CompileTime Constant
				break;
		}
	}
}
```
A. CompileTimeError
B. hello
C. hiee
D. JVM will create problem at the runtime
E. None of the above

Answer: A

Q>
```
public class Test{
	public static void main(String args[]){
		int x= 10;
		final int y = 20;//final means compiler will get to know the value and
```

compiler treats it as "CompileTime Constant".

```
            switch(x)
            {
                  case 10: System.out.println("hello");
                              break;
                  case y:System.out.println("hiee");
                              break;
            }
      }
}
```

A. CompileTimeError
B. hello
C. hiee
D. JVM will create problem at the runtime
E. None of the above

Answer: B

Q>

```
public class Test{
      public static void main(String args[]){
            int x=10;
            switch(x+1)
            {
                  case 10:
                  case 10+20:
                  case  10+20+30:
            }
      }
}
```

A. CompileTimeError
B. No Output
C. JVM will create problem at the runtime
D. None of the above

Answer: B

Q>

```
switch(args){
      case label1: stmt-1;
      case label2: stmt-2;
      default : stmt-n
}
```

label in switch should be "Compiletime Constants", meaning the value should be know to compiler otherwise CE>
label value should be with in the range of switch argument type otherwise it would result in "CE".

```
public class Test{
      public static void main(String args[]){
            byte x=10;
            switch(x)
            {
                  case 10:System.out.println("hello");
                              break;
                  case 100: System.out.println("hiee");
                                 break;
                  case 1000: System.out.println("byee");//CE: possibly loss of
precession from byte to int
                                    break;
```

```
            }
      }
}
```
A. CompileTimeError
B. hello
C. JVM will create problem at the runtime
D. hiee
Answer : A

Q>
```
switch(args){
      case label1: stmt-1;
      case label2: stmt-2;
      default : stmt-n
}
```
label in switch should be "Compiletime Constants", meaning the value should be know to compiler otherwise CE>
label value should be with in the range of switch argument type otherwise it would result in "CE".

```
public class Test{
      public static void main(String args[]){
            byte x=10;
            switch(x+1) //byte + int  ----> int   , so switch(int)
            {
                  case 10:System.out.println("hello");
                              break;
                  case 100: System.out.println("hiee");
                                    break;
                  case 1000: System.out.println("byee");
                                    break;
            }
      }
}
```
A. CompileTimeError
B. hello
C. JVM will create problem at the runtime
D. hiee
E. byee
F. no output
Answer : F

Q>
```
switch(args){
      case label1: stmt-1;
      case label2: stmt-2;
      default : stmt-n
}
```
label in switch should be "Compiletime Constants", meaning the value should be know to compiler otherwise CE>
label value should be with in the range of switch argument type otherwise it would result in "CE".
case lables value can't be duplicated, if we try to do it would result in "CE".

```
public class Test{
      public static void main(String args[]){
            int x=97;
            switch(x){
                  case 97:System.out.println("97");
```

```
                        break;
                    case 99:System.out.println("99");
                        break;
                case 'a':System.out.println("100"); // int x= 'a';     x = 97
                        break;
            }
        }
}
```

A. 97
B. CompileTimeError
C. JVM will create problem at the runtime
D. 99
E. 100

Answer: B

Q>
What will be the output of compiling and executing the Test class?

```
public class Test {
    public static void main(String[] args) {
        int a = 5;
        int x = 10;
        switch(x) {
            case 10:
                a *= 2;//a = a*2 = 5*2 = 10, a = 10
            case 20:
                a *= 3;//a = a*3 ,  a=10*3 = 30, a = 30
            case 30:
                a *= 4;// a = a*4, a =30 * 4 =120, a= 120
        }
        System.out.println(a);//120
    }
}
```

A. 5
B. 10
C. 30
D. 120
E.CompileTimeError

Answer: D