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Assignment 2

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1. A language that is exclusively object-oriented may eliminate the need for the `switch` construct by utilizing polymorphic message forwarding, dynamic typing, and language simplicity. Switch statements are not necessary when objects of different types can respond to the same method call in their own special ways thanks to polymorphism. By determining a variable's type at runtime, dynamic typing eliminates the requirement for switch constructs. Using polymorphism in place of a `switch` statement preserves language simplicity and encourages cleaner, more maintainable code. This methodology promotes the utilization of method overrides, leading to a reduction in special circumstances and an increase in reusable, modular code. All things considered, handling many scenarios is more flexible and manageable when using entirely object-oriented languages.