

## Switch Activity

Create a new class **SwitchActivity**. Using a switch statement, ask the user to enter one item from at least a list of four and then print out some property of the item. Use **one** of the examples below or **one** of your own.

Examples:

- Ask the user to enter the name of one of the planets and print out its size, distance from the sun, etc. (The case labels would be the planet names, the properties would be assigned or printed in the code block.)
- Enter characters from a movie, book, or game and print their characteristics, roles, powers, etc.
- Enter houses of Hogwarts and print their emblematic animal, colors, values, etc.
- Enter oceans and print their area, volume, depth, etc.

Submit **SwitchActivity.java**