1. It would be difficult to program complex code that must adapt to different variables changing values.
2. The advantages of switch statements are that they are easy to read and maintain, whereas the disadvantages are that they can only use int and char data types when defining and using each case.
3. A while loop should be used when dealing with just a boolean condition, whereas a do while loop should be used when dealing with any other condition
4. Most games essentially have very similar game loops which look something like this: