# Lesson 9 Quiz

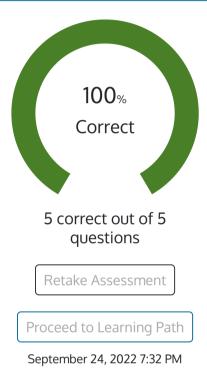


Your grade is determined by your last attempt.

•	Instructions	
	September 24, 2022 7:31 PM	40%
	September 24, 2022 7:32 PM	80%
	September 24, 2022 7:32 PM	100%

## Retake Assessment

**Unlimited Attempts Remaining** 



#### 1. How is a switch structure related to if statements?

- A. A switch is the part of the if structure that gets executed when the condition is true.
- B. A switch is an on-off structure that switches the condition from true to false and back.
- C. A switch is the part of the if structure that gets executed when the condition is false.
- D. A switch is equivalent to a sequence of nested if-else statements.

### 2. How does a debugger work?

- A. It stops program execution so you can inspect the program's internal values and proceed with execution one statement at a time.
  - B. It catches logic errors and throws exceptions to let the programmer know about program bugs.
  - C. It removes errors from a program based on a programmer's input to the debugger.
  - D. It points out logic errors in our programs by looking for inconsistent results so you can make sure that each statement proceeds logically from the previous one.

#### 3. How are the switch and case keywords related?

- A. The case keyword gives the switch statement an option in case there's no match.
- B. The case keyword states the variable to be examined, and the switch keyword identifies values to look for.

<b>✓</b>	D. The switch keyword states the variable to be examined, and the case keyword identifies values to look for.		
4. What's an enum type?			
	A. A type that's made up of a list of sequential numbers.		
	B. A type that includes a list of previously defined names.		
	C. One that's made up of a list of other valid types.		
<b>~</b>	D. One that includes its own list of valid values.		
5. When can you use an enum type as the variable in a switch statement?			
	A. Only if the enum values are sequentially defined.		
	B. Only if each enum declaration includes a numeric value.		
	C. It's possible if the enum declaration implements the Switchable interface.		
<b>✓</b>	D. You can always use an enum variable in a switch statement.		

C. The switch and case keywords aren't related.

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