

# Lesson 9 Quiz

Your grade is determined by your last attempt.

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.
- C. The switch and case keywords aren't related.
- 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.
- 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.
- D. You can always use an enum variable in a switch statement.

