//Controlling Flow and Converting Types

//Test your Knowledge

//1. What happens when you divide an int variable by 0?

// it will throw an exception that a value is divided by 0

//2. What happens when you divide a double variable by 0?

// it will return infinity symbol

//3. What happens when you overflow an int variable, that is, set it to a value beyond its range?

// When overflow happen, c# only caculate value withion the allocated address.

//4. What is the difference between x = y++; and x = ++y;?

// x will add previous y that doesn't add 1 in "x = y++". x will add y that already add 1 in "x = ++y"

//5. What is the difference between break, continue, and return when used inside a loop statement?

// break will leave current loop

// continue will ignore after code in current block and start next iterator

// return will return value to the parent function excuting current function and run parent function

//6. What are the three parts of a for statement and which of them are required?

// first part for initialize values in this block

// second part loop check

// third one is processing after each iterator

// second part is required or loop can't end

//7. What is the difference between the = and == operators ?

// = caculator operator and will allocate right to left value

// == is check operator and will don't change value in each values that run this operator

//8.Does the following statement compile? for ( ; true; ) ;

// yes

//9. What does the underscore \_ represent in a switch expression?

// work as default

//10. What interface must an object implement to be enumerated over by using the foreach statement ?

// IEnumerable interface