





```
def handle_bool_all(my_bool):
    if my_bool == MyBoo.MyTrue:
        return "It's my true"
    elif my_bool == MyBoo.MyFalse:
        return "It's my false"
   else:
        return "Oops"
handle_bool_all("THIS CAN BE ANYTHING!")
> "0ops"
```

```
var MyBool = Object.freeze({"myTrue": 1, "myFalse": 0});
const handleMyBool = (myBool) => {
    switch (myBool) {
        case MyBool.myTrue: return "It's my true"
        case MyBool.myFalse: return "It's my false"
        default: "Oops!"
    }
}
```

```
def handle_bool_all(my_bool):
    if my bool == MyBoo.MyTrue:
        return "It's my true"
    elif my_bool == MyBoo.MyFalse:
        return "It's my false"
    else:
        return "Oops"
handle bool all("THIS CAN BE ANYTHING!")
> "0ops"
```