1. What are the boolean values in your language? (e.g., True and False, true and false, 1, and 0, etc.)
    a. A boolean data type is declared with the bool keyword and can only take the values true or false.
    b. When the value is returned, true = 1 and false = 0.
    c. https://www.w3schools.com/cpp/cpp_booleans.asp
2. What types of conditional statements are available in your language? (if/else, if/then/else, if/elseif/else). Does your language allow for statements other than "if" (for example, Perl has an "unless" statement, which does the opposite of "if"!)
    a. a one-condition if/else statement
    b. a multi-condition if/else statement
    c. if/elif/else statements
    d. short-circuit logic
    e. a switch-case statement
3. How does your language delimit code blocks under each condition in selection control statements?
    a. Code blocks in the condition are wrapped in curly brackets {}
4. Does your language use short-circuit evaluation? Include an example of the short-circuit logic working or not working (or both, if your language is like Java and supports both!)
    a. Yes, C++ uses short-circuit evaluation for its logical operators && (AND) and || (OR).
5. How does your programming language deal with the "dangling else" problem?
    a. When there are multiple "if" statements, the "else" part doesn't get a clear view with which "if " it should combine.
    b. C++ resolves the "dangling else" problem by associating the else statement with the nearest preceding if statement that doesn't already have an else.
6. If your language supports switch or case statements, do you have to use "break" to get out of them? Can you use "continue" to have all of the conditions evaluated?
    a. The break is not mandatory, but when a match is found, and the job is done, it's time for a break. There is no need for more testing.
    b. A break can save a lot of execution time because it "ignores" the execution of all the rest of the code in the switch block.
    c. https://www.w3schools.com/cpp/cpp_switch.asp