

1. `DiceRoller.java` line 41-53 I used an if-statement instead of a switch statement because it would be much easier to give a range of numbers in an if-statement instead of having to type in every number in a range for a switch statement. A switch statement could have worked, because you are giving basic integer options and not advanced comparisons. However, you would have to type every single option (e.g. `10`, `11`, `12`, `13`, `14` instead of a range like in an if-statement).
2. I did not use a switch statement.
 - a. A switch statement is better to use if you need to work with strings, as if-statement can run into errors with strings. It is also more efficient when comparing multiple values for the same case.
 - b. I did not need to use switch statements because I didn't have any scenario where I needed to compare many different values (that an if-statement wouldn't be better).
3. `ParkingTracker.java` line 25-64 I used a while loop because the program asked for the user to input repeatedly. I did not use a do-loop because I didn't feel like it (explained below).
4. I did not use a do-loop. A do-loop is best to use when you want to perform an action at least once before the loop ends instead of checking for the condition first. I didn't need to use a do-loop because the value `error` which is the condition is already set to `false` at the beginning of the program.
5. `DiceRoller.java` line 31-35 I used a for-loop to loop through the array of die options. I used a for-loop instead of a while/do-loop because I wouldn't need to declare a counter.