

Java Basics : Jack and Jill Leisure Activity

Jack and Jill were getting bored so they decided to play a game.
In this game there are 10 cards.
Each card has a message written on it.
Jack asks Jill to choose one card from 1 to 10.
Then, Jack reveals the message written on the card that was selected by Jill.

Make a program to implement the game that is played by them.
Message on every choice should be different.
Implement it using switch case construct.