#1   What value is returned by **SwitchFun(5)**?

   (a) 0.
   (b) 10.
   (c) 160.
   (d) 384.
   (e) None of the above.

#2   Which of the following would be returned by **SwitchFun(1000)**?

   (a) 128
   (b) 1000
   (c) 32768
   (d) 64000
   (e) None of the above.

#3   As given, what will be returned by **ShiftFun(1000)**?

   (a) 128
   (b) 1000
   (c) 32768
   (d) 64000
   (e) None of the above.

#4   What order of evaluation, first to last, must be followed by the **ShiftFun()** return expression in order to be equivalent to **SwitchFun()**?

   (a) **<<, ?:, >**.
   (b) **<<, >, ?:**.
   (c) **>, ?:, <<**.
   (d) **?:, >, <<**.
   (e) None of the above.

#5   Which of the following single-paren return expressions will make **ShiftFun()** equivalent to **SwitchFun()**?

   (a) **return (i<<6)>i?i:6;**
   (b) **return (i<<6>i)?i:6;**
   (c) **return i<<(6>i)?i:6;**
   (d) **return i<<(6>i?i:6);**
   (e) **return i<<6>(i?i:6);**

```c
#include <stdio.h>

int switchFun(int i)
{
   switch (i)
   {
      default: i += i;
      case  5: i += i;
      case  4: i += i;
      case  3: i += i;
      case  2: i += i;
      case  1: i += i;
      case  0: i  = i;
   }
   return i;

}

// Order of precedence (highest to lowest): {<<, >, ?:}.
// Recall that (a<<b) is 'a' left shifted 'b' bits.

int shiftFun(int i)
{
    return i << 6 > i ? i : 6;
}

int main(void)
{
   int i;

   for (i = 0; i < 10; i++)
      printf("%i => %i (%i)\n", i, switchFun(i), shiftFun(i));

   system("pause");
   return 0;
}
```