Pure If/Then Statements – "State an Age and I will tell you what you can do!" Gradesheet – (45 pts.)

Goal: Develop your If/Then coding skills and have you focus on the symbols (<, >, =) that you use.

View the Model: "Pure If/Then_StateAnAge," And The Grade Sheet

If I enter an age, I should receive the following reply:

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1. Age 1 and 2: "You really can't do much."	5pts.
2. Age 3 thru 13: "These are the years that you get to play!"	5pts
3. Age 14 and 15: "Enjoy high school!"	5pts
4. Age 16: "You learn to drive!"	5pts
5. Age 17: "You can see an "R" movie.	5pts
6. Age 18 to 20: "You can vote!"	5pts
7. Age 25 thru 49: "Build your career!"	5pts
8. Age above 49: "You can retire!"	5pts
9. Select one line of code (an If/Then Else Loops) in the program you just wrote. On this grad	le
sheet, show me how you can write them in a different way but achieve the same resul-	t. 5pts

- There should be no overlapping years!
- The code can only use "If/Then" & "If/Then, Else" Statements and one "Green Flag" to start the program.
- Note: 'Right Click' on the 'Variable' you create in order to have a 'Slider' appear.



