If else and if condition

#val2 = input("enter the string :")

#b = print(type(val2))

#c =(val2[len(val2)//2])#get middle character

#print(c)

#if c == 'a' or c == 'e' or c == 'i' or c == 'o' or c == 'u':

# print( "vowel")

#else:

# print("not vowel")

#a = input("enter the string : ")

#b = ord(a[len(a)//2]) #get middle character

#print(b)

#if b%2:

# print("odd number")

#else:

# print("even number")

#a = input("enter the string : ")

#val1 =print(type(a))

#b = len(a)# length of string

#print(b)

#if b%2 == 0:

# print("even number")

#else:

# print("odd number")

#a = input("enter the string : ")

#b = a[::-1] #reverse the string

#print(b)

#if b == a:

# print("palandrome")

#else:

# print("not palindrome")

#a = input("enter the string 1 : ")

#b = input("enter the string 2 : ")

#c = a[0::2]

#print(c)

#if c == b:

# print("valid")

#else:

# print("invalid")

a = int(input("enter the number"))

print(type(a))

if a % 3 == 0 and a % 5 == 0:

print("fizzbuzz")

elif a % 5 == 0:

print("buzz")

elif a % 3 == 0:

print("fizz")

else:

print("invalid number")

#a = "mathematics"

#b = "sciencea"

#f = a.count("a") +a.count("e") + a.count("i")

#print(f)

#e = b.count("e") + b.count("i") + b.count("a")

#print(e)

#if e == f:

# print("equal")

#else:

# print("not equal")

#a = [1,2,3,4,5,6,7,8,9]

#b = len(a)

#c = print(b)

#if b % 2:

# print("odd number")

#else:

# print("even number")

#Task

#Given an integer, , perform the following conditional actions:

#If is odd, print Weird

#If is even and in the inclusive range of to , print Not Weird

#If is even and in the inclusive range of to , print Weird

#If is even and greater than , print Not Weird

#a = int(input("enter the integer"))

#if a % 2 != 0:

# print("weird")

#elif a >=2 and a <=5:

# print("not weird")

#elif a >= 6 and a <= 20:

# print("weird")

#else:

#print("NotWeird")