

Awarding Extra Lives Program Description

Your program should allow the user to input a score value and output the number of lives won/lost as well as the current number of lives.

Program Requirements

- Your player will start with 3 lives.
- The user must be able to input an integer score.
- The rules for extra lives are:
 - A player scoring less than 10,000 points they lose 1 life.
 - A player scoring at least 10,001 points but less than 100,000 receives 1 extra life.
 - A player scoring more than 100,000 points receives 2 extra lives.
- The program should output the updated number of lives, and the points scored, as a formatted string.

Program Sample Outputs

The screenshots below some POSSIBLE sample outputs from your program.

```
Please enter an INTEGER score, no commas.  
1023  
You have 2 remaining after scoring 1023 points.
```

Sample Output #0

```
Please enter an INTEGER score, no commas.  
43252  
You have 4 remaining after scoring 43252 points.
```

Sample Output #1

```
Please enter an INTEGER score, no commas.  
234567  
You have 5 remaining after scoring 234567 points.
```

Sample Output #2