CS 100
Fall 2015
Lab #5

Oya is a student at OzU. On a given day, she has x hours of free time. Out of **x** hours, she spends **z** hours for doing homework and **y** hours for hanging out with friends. At the end of the day, she logs what kind of day she had based on the following:

1) If Oya spends more than 30% of her free time with friends, then it is a fun day.

2) If she spends 20% or more of her free time doing homework, then it is a productive day.

3) After Oya spends time with friends and doing homework, if she still has at least 40% of her free time left, then she goes to gym. In that case, it is an active day.

4) If Oya spends more than 70% of her time on homework and does not hang out with friends, then it is a nerdy day.

5) If Oya's day is productive, fun, and active at the same time, then it is a great day.

6) If Oya's day is not a great day, it can still be a good day if it is either a productive and fun or an active and fun day.

Write a program named DayLog.m that reads variables x, y, and z as inputs. Given the inputs, your program should output what kind of day it is. An example output is shown below:

```
>> Enter free hours: 10
>> Enter hours spent with friends: 4
>> Enter hours spent on homework: 3
>> Is it a funday? yes
>> Is it a productive day? yes
>> Is it an active day? no
>> Is it a nerdy day? no
>> Is it a great day? no
>> Is it a good day? yes
```