

If in Grl Developers... write code!

...Else, you should write code anyway.

Instructions

Create a file called [INSERTDATE] [Your name] IfElse.cpp. (For example, if I made a file it would be called '20150913 Jas IfElse.cpp') Within that file, code all of the following assignments and number each one with comments. Print everything on a different line unless stated otherwise.

Example:

```
int main()
{
    // problem 1
    what;
    // problem 2
    dothething;
    ...
}
```

Useful information for flow control

- `if(thing is true)` : checks whether or not stuff in the parentheses is true
- `else` : stuff that follows this happens when the `if` condition isn't met
- `else if` : just like else, but can check for another condition

Symbol	Meaning	Example	If <code>x = 10</code> ...
<code>></code>	greater than	<code>(x > 10)</code>	<code>false</code>
<code><</code>	less than	<code>(x < 20)</code>	<code>true</code>
<code>>=</code>	greater than or equal to	<code>(x >= 5)</code>	<code>true</code>
<code><=</code>	less than or equal to	<code>(x <= 10)</code>	<code>true</code>
<code>&&</code>	and	<code>(x < 20 && x >= 9)</code>	<code>true</code>
<code> </code>	or	<code>(x > 90 x <= 10)</code>	<code>true</code>
<code>==</code>	checks if equal to	<code>(x == 70)</code>	<code>false</code>

!=	not equal to	(x != 11)	true
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1. You will create a quiz for the user. For each question answered correctly, they will receive a point. At the end of the quiz, tell the user how many points they earned. Use the following template for the quiz questions:

- A math problem (use at least 3 different operations)
- Year of an important event—you choose which! My birthday is in 1998. Feel free to flatter me. ;)
- Make them guess the name of a famous person (or quote or something else) given hints. (Example Question: Finish the quote “How can _ be real if our _ aren’t real? Answer: mirrors eyes)
- Guesstimate the age of a famous person. The user doesn’t have to be correct—allow for answers within 5 years of their actual age.
- Ask another question of your choice involving strings.

2. Create a function called getLicense.

- If the user is 16 to 60, they can take the test. If they are under 16, tell them they’re too young. If they’re above 60, tell them they’re too old.
- If they can take the test, ask them 3 true or false questions about driving. Give them one point for each right answer.
- If they have a score of 3, tell them that they are getting their license. If they have a score of 2, tell them that they are close. If they have a score of 1 or lower, tell them to go home and study.