

◆ JavaScript Beginner Practice: If-Else Statements

1. Ask the user for their age. If the age is 18 or more, show an alert: "You are an adult.", else show: "You are a minor."
2. Ask the user to enter a number. If it's **positive**, log: "Positive number"; else log: "Not positive".
3. Ask the user for a number. If it's **even**, alert: "Even number"; else alert: "Odd number".
4. Ask for a username. If the username is "admin", display "Welcome, admin!"; else display "Access denied."
5. Ask for two numbers. If they are equal, log "Both numbers are the same"; otherwise, log "The numbers are different".
6. Ask the user to enter two numbers. Check which one is larger and alert: "First is larger" or "Second is larger".
7. Ask for a number. If it's greater than 100, alert "Too big!", else alert "Within range".
8. Ask for a score. If it's **50 or higher**, log "You passed!", else log "You failed."
9. Ask the user to enter a temperature. If it's over 30, alert "It's hot!"; else alert "It's not hot."
10. Ask the user to enter a number. If it's **0**, alert "Zero"; if it's not zero, alert "Not zero".
11. Ask the user for their age. If it's 60 or more, log "You are a senior citizen.", else log "You are not a senior."
12. Ask the user for their name. If the name is "Alice", alert "Hi, Alice!"; else alert "You're not Alice!"

13. Ask the user for a password. If it matches "12345", log "Correct password"; else log "Wrong password".
 14. Ask the user for the current hour (0–23). If it's less than 12, alert "Good morning!"; else alert "Good afternoon!"
 15. Ask the user to enter a number. If it's divisible by 5, log "Divisible by 5"; else log "Not divisible by 5".
 16. Ask the user if they want to play a game (yes/no). If they type "yes", alert "Let's play!"; else alert "Maybe next time!"
 17. Ask the user for a color. If the color is "blue", log "Cool choice!"; else log "Interesting color!"
 18. Ask for the day of the week. If it's "Sunday", alert "Weekend!"; else alert "Weekday".
 19. Ask the user to enter a fruit. If it's "banana" or "apple", alert "We have that!"; else alert "Sorry, out of stock."
 20. Ask the user to type "start" to begin. If they do, alert "Game started!"; else alert "Waiting for input..."
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Title: Advanced JavaScript Conditional Logic Practice

♦ Instructions:

Write JavaScript `if - else if - else` conditions to solve the following problems. Use logical operators like `&&` and `||` where applicable. Do not write solutions here—just practice writing the condition blocks.

1. Age-Based Grade Check

Check a student's marks and display:

- "Distinction" if marks ≥ 80
- "Pass" if marks ≥ 50 and < 80
- "Fail" if marks < 50
- "Invalid Marks" if marks are not between 0 and 100

2. Discount Eligibility Based on Age and Membership

Given a person's age and membership status, show:

- "Senior Premium Discount" if age ≥ 60 **and** is a premium member
- "Senior Discount" if age ≥ 60
- "Premium Discount" if a premium member
- "No Discount" otherwise

3. Login and Email Verification

- If user is logged in **and** email is verified \rightarrow "Access granted"
- If user is logged in **but not** verified \rightarrow "Please verify your email"
- If not logged in \rightarrow "Please log in"

4. Contest Eligibility

Check if a person is eligible to enter a contest:

- Must be between ages 18–35
- Must be from Pakistan or India
- Must not be banned

Display appropriate messages for age, region, or ban issues.

5. Subscription Access Check

Given the subscription plan and login status:

- "Welcome Premium User" if plan is "premium" and logged in
 - "Welcome Free User" if plan is "free" and logged in
 - "Please log in to continue" if not logged in
 - "Invalid subscription" otherwise
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6. Product Purchase Validation

Check product conditions:

- "Buy now with discount" if price > 1000, in stock, and user is a member
 - "Buy now" if in stock
 - "Out of stock" if stock === 0
 - "Invalid product" otherwise
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7. Work Hours Check

Check based on `hoursWorked` and `isWeekend`:

- "Overtime" if hours > 40 and not a weekend
 - "Weekend work" if hours > 0 and is weekend
 - "Regular hours" if ≤ 40
 - "No work" if hours === 0
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8. Age and Gender Classification

Given a user's age and gender:

- "Teen Male" if age 13–19 and gender is "male"
 - "Teen Female" if age 13–19 and gender is "female"
 - "Adult" if age ≥ 20
 - "Child" if age < 13
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9. Weather Warning System

Based on temperature and humidity:

- "Heatwave Alert" if temp ≥ 40 and humidity ≥ 60
 - "Hot and Dry" if temp ≥ 40 and humidity < 60
 - "Cool Weather" if temp ≤ 20
 - "Moderate" otherwise
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10. Score Grading System

Given a score between 0–100:

- "Excellent" for 90–100
 - "Good" for 70–89
 - "Average" for 50–69
 - "Poor" for 30–49
 - "Fail" below 30
 - "Invalid Score" if out of range
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11. Course Access Control

To access a course:

- Must be logged in
- Must be enrolled
- Must not be banned

Show: "Access granted", "Enroll in course first", "User is banned", or "Please log in"

12. Driving Conditions

Given a user's speed and license status:

- "License suspended" if speed > 120
 - "Warning" if speed between 100–120
 - "Normal driving" if speed \leq 100 and has license
 - "Driving without license" otherwise
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13. Order Processing Status

For an online order:

- "Order on the way" if payment is complete and shipped
 - "Preparing your order" if payment is complete and not shipped
 - "Awaiting payment" if payment is pending
 - "Payment failed" if transaction failed
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14. Battery Status Checker

Given battery level and charging state:

- "Fully Charged" if level === 100
 - "Charging..." if level < 100 and charging
 - "Low Battery" if level < 20 and not charging
 - "Battery OK" otherwise
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15. Browser and Device Compatibility Check

Based on user's browser and device:

- "Full features enabled" if browser is Chrome and device is Desktop
 - "Limited mobile features" if browser is Chrome and device is Mobile
 - "Please switch to Chrome" for all other browsers
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