🖥️ Assignments on `if`, `elif`, `else`

Assignment 1: Warm-up – Checking Conditions

Goal: Understand the structure of `if` statements.

Task:
Write a program that asks the user for their age and:

- Prints `"You are a minor"` if under 18
- Prints `"You are an adult"` if 18 or older

Guidance:

- Use `int(input())` to read numbers.
- Remember indentation matters in Python.
- Start by writing an `if` with a simple condition, then add `else`.

Assignment 2: Adding More Choices with `elif`

Goal: Practice branching.

Task:
Write a program that asks the user for the **time of day** (0–23, representing hours). Then:

- Print `"Good morning"` if between 5 and 11
- Print `"Good afternoon"` if between 12 and 17
- Print `"Good evening"` if between 18 and 21
- Print `"Good night"` otherwise

Guidance:

- Use multiple `elif` conditions in the correct order.
- Think carefully about **ranges** (e.g., 5–11 means `hour >= 5 and hour <= 11`).
- Use else for the "catch-all" case.

Assignment 3: Simple ATM Menu

Goal: Combine user choices with decision-making.

Task:
Simulate a very simple ATM menu. Ask the user to choose an option:

1. Check Balance
2. Deposit Money

3. Withdraw Money
4. Exit

Then:

- If the user enters 1, print `"Your balance is $1000"`
- If 2, print `"Deposit function"`
- If 3, print `"Withdraw function"`
- If 4, print `"Goodbye"`
- Otherwise, print `"Invalid choice"`

Guidance:

- Use an `if-elif-else` chain.
- The `else` handles unexpected input.
- In real systems, you'd connect to data, but here it's about flow control.

Assignment 4: Rock-Paper-Scissors

Goal: Put it all together with multiple comparisons.

Task:
Write a 2-player Rock-Paper-Scissors program.

- Ask Player 1 for `"rock"`, `"paper"`, or `"scissors"`
- Ask Player 2 the same
- Decide the winner:
    - Rock beats Scissors
    - Scissors beats Paper
    - Paper beats Rock
- If both are the same, print `"It's a tie!"`