## **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!"