



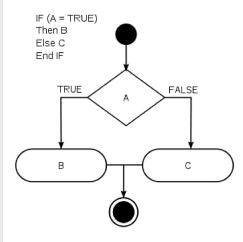
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Problem Submissions Leaderboard Editorial

## RATE THIS CHALLENGE



In this challenge, we test your knowledge of using if-else conditional statements to automate decision-making processes. An if-else statement has the following logical flow:



Source: Wikipedia

#### Task

Given an integer, *n*, perform the following conditional actions:

- If n is odd, print Weird
- If n is even and in the inclusive range of 2 to 5, print Not Weird
- If n is even and in the inclusive range of 6 to 20, print Weird
- If n is even and greater than 20, print Not Weird

Complete the stub code provided in your editor to print whether or not n is weird.

#### **Input Format**

A single line containing a positive integer, n.

## Constraints

•  $1 \le n \le 100$ 

#### **Output Format**

Print Weird if the number is weird; otherwise, print Not Weird.

## Sample Input 0

3

### Sample Output 0

Weird

# Sample Input 1



```
Sample Output 1

Not Weird

Explanation

Sample Case 0: n=3
n is odd and odd numbers are weird, so we print Weird.

Sample Case 1: n=24
n>20 and n is even, so it isn't weird. Thus, we print Not Weird.
```

```
Change Theme Language | Java 7
                                                                                               1
import java.io.*;
import java.math.*;
import java.security.*;
import java.text.*;
import java.util.*;
import java.util.concurrent.*;
import java.util.regex.*;
public class Solution {
    private static final Scanner scanner = new Scanner(System.in);
    public static void main(String[] args) {
        Scanner in = new Scanner (System.in);
        int N = in.nextInt();
        if (N%2==1)
          System.out.println("Weird");
      else
          if(N>2&&N<=5)
          System.out.println("Not Weird");
      else if(N<=20)
          System.out.println("Weird");
      else
          System.out.println("Not Weird");
    }
```

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	Test against custom input		Run Code	Submit Code	

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