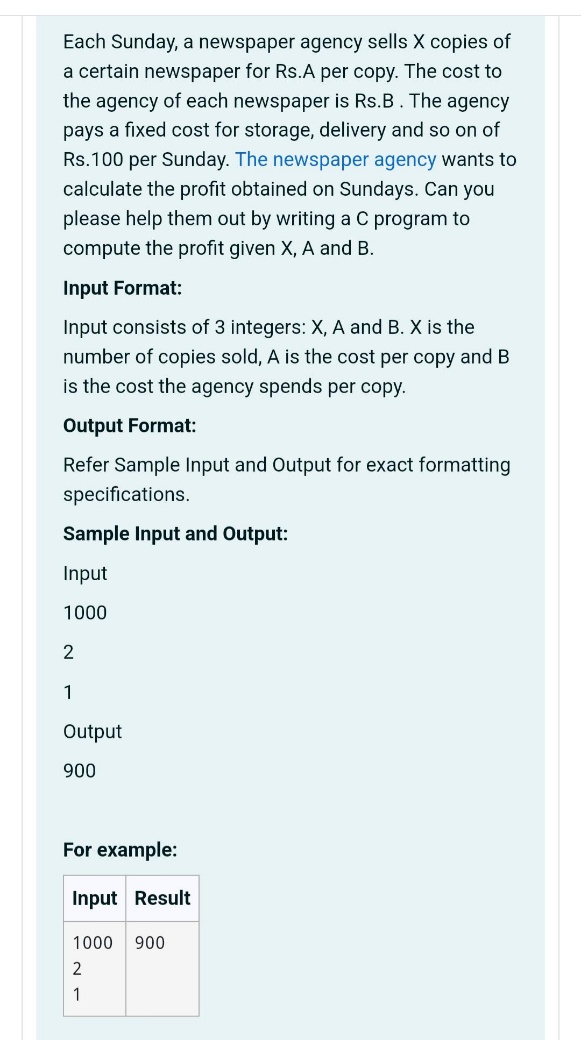
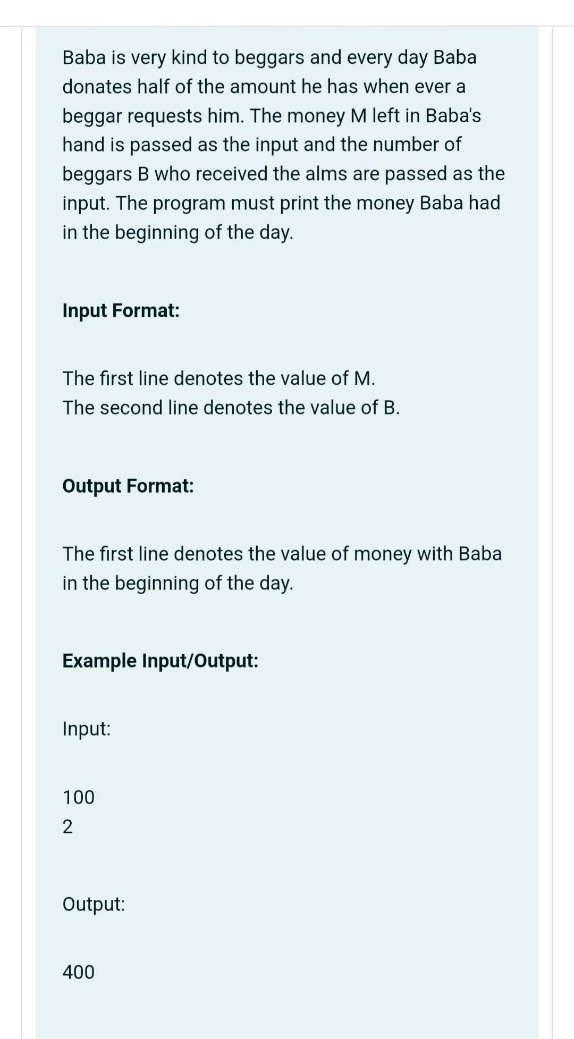
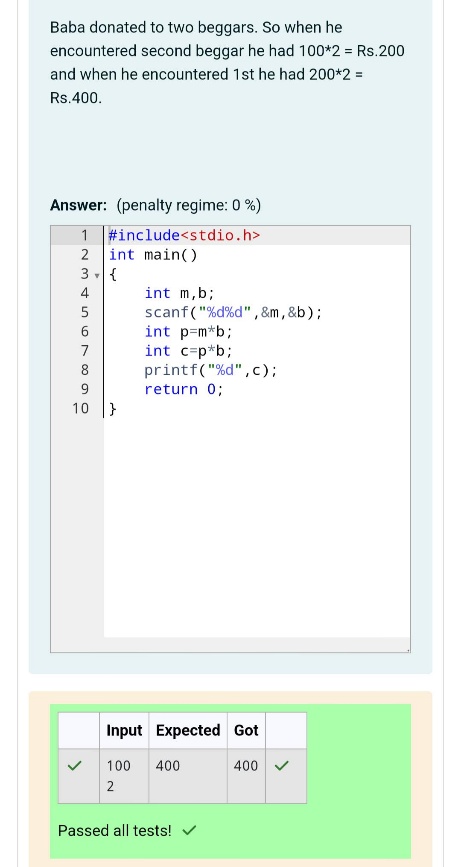
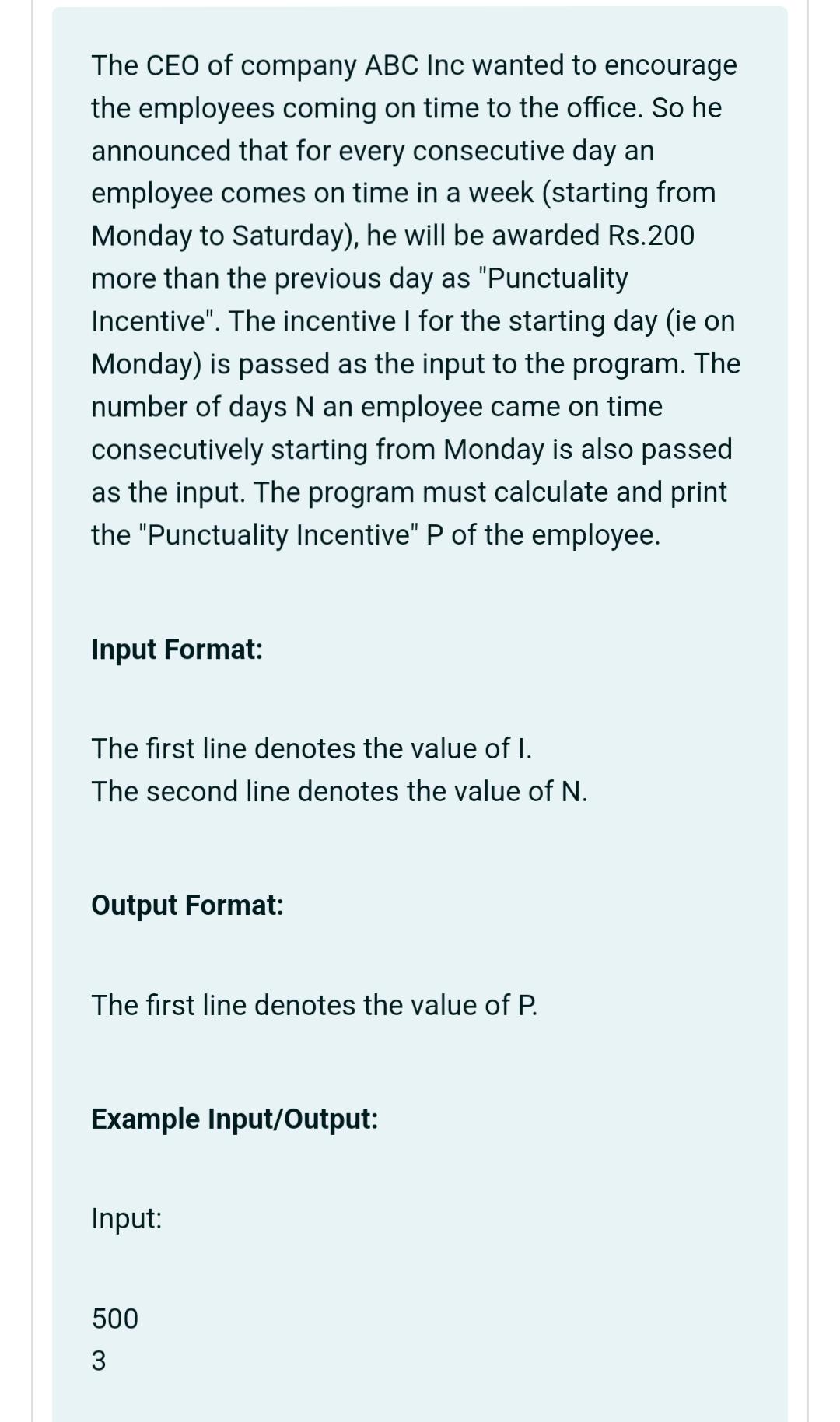
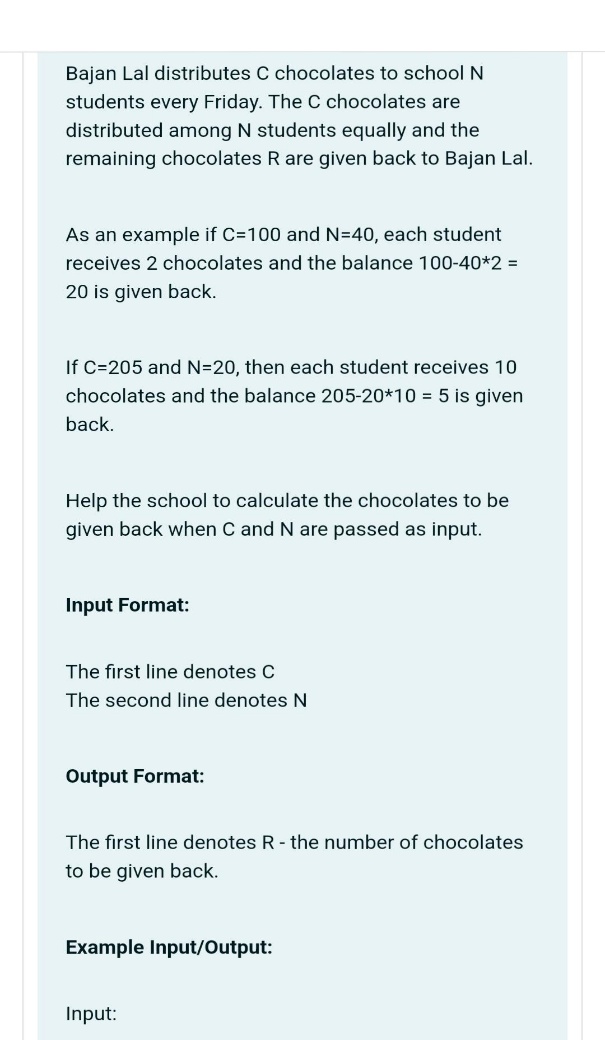
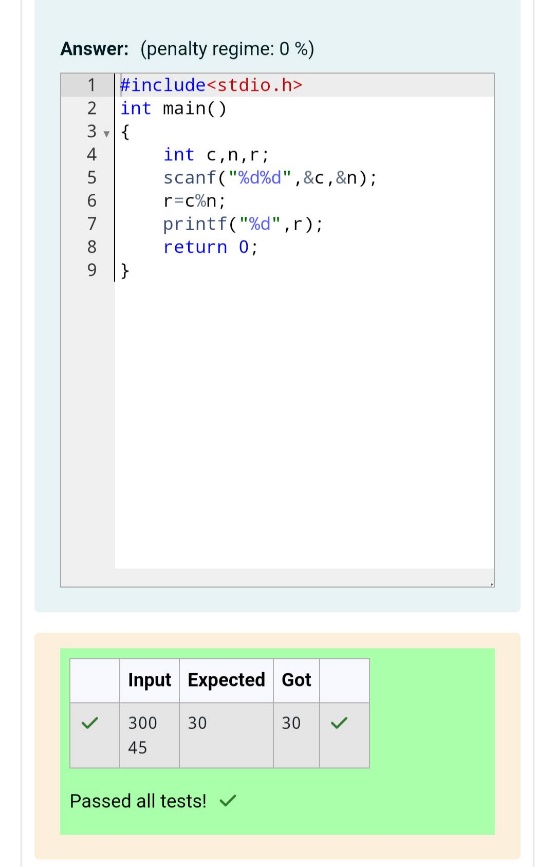
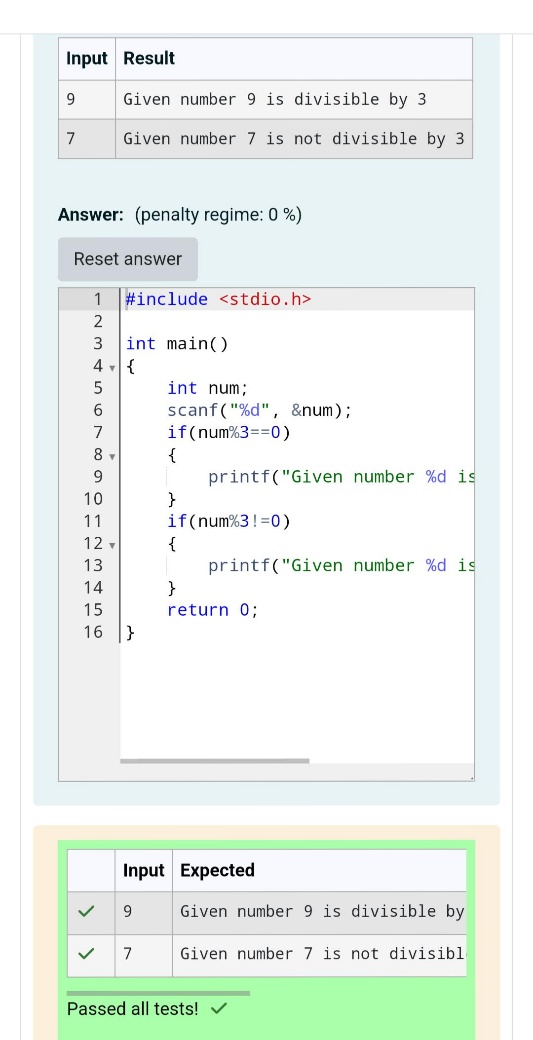
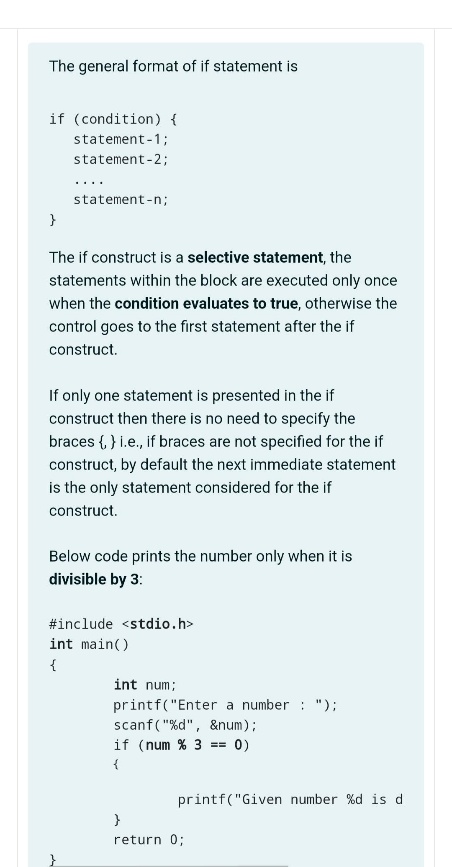
 Profit calculator

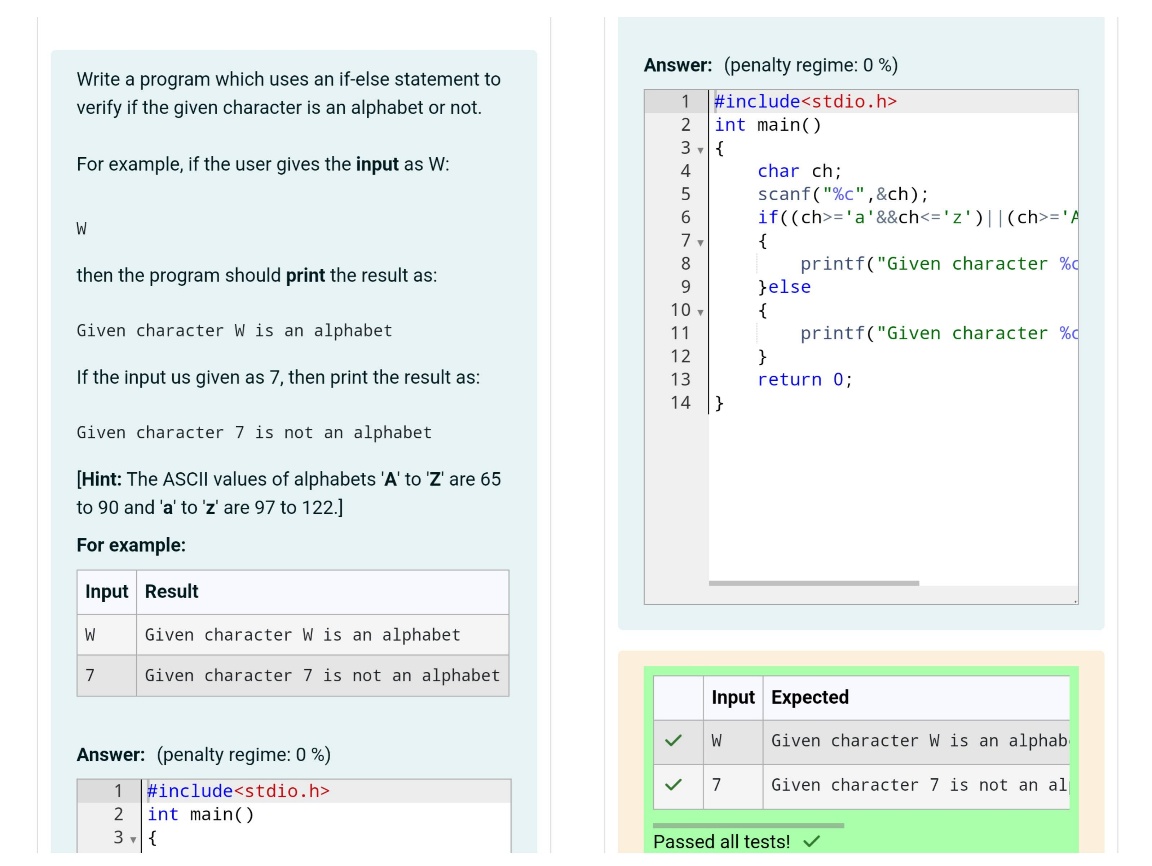
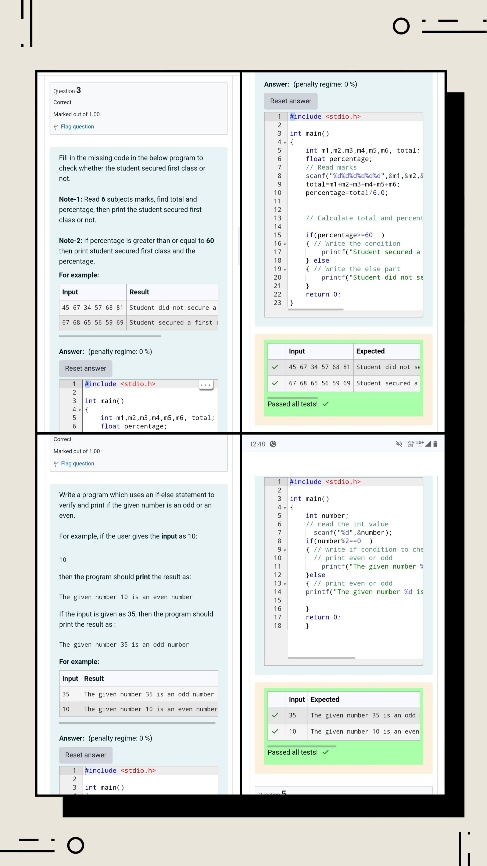
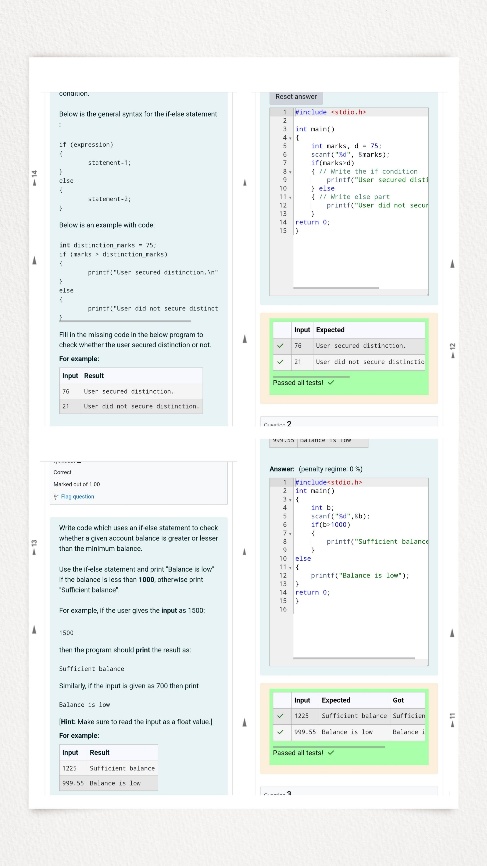
Money with baba

Punctuality incentive

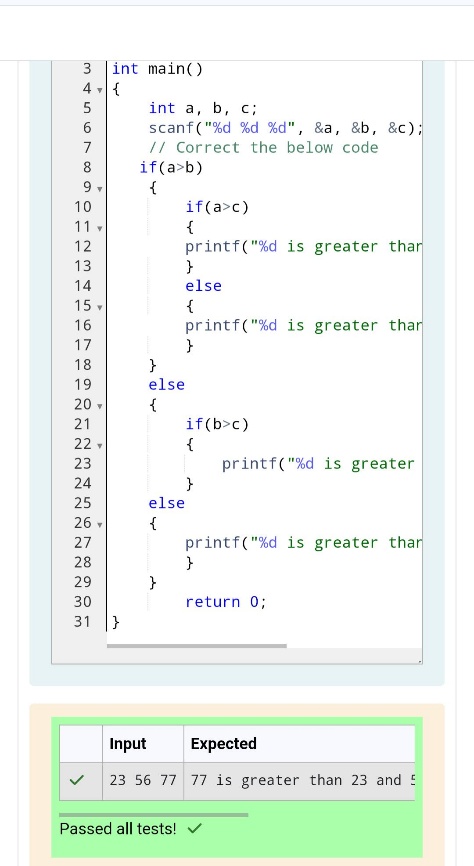
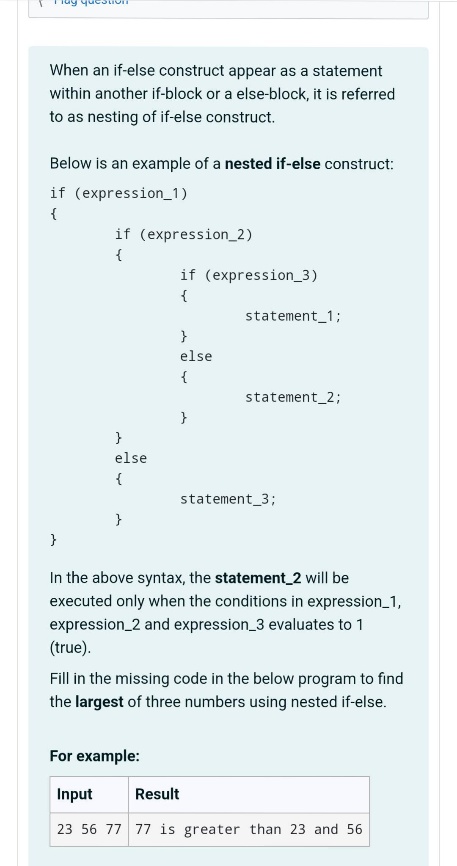
Chocolate remaining



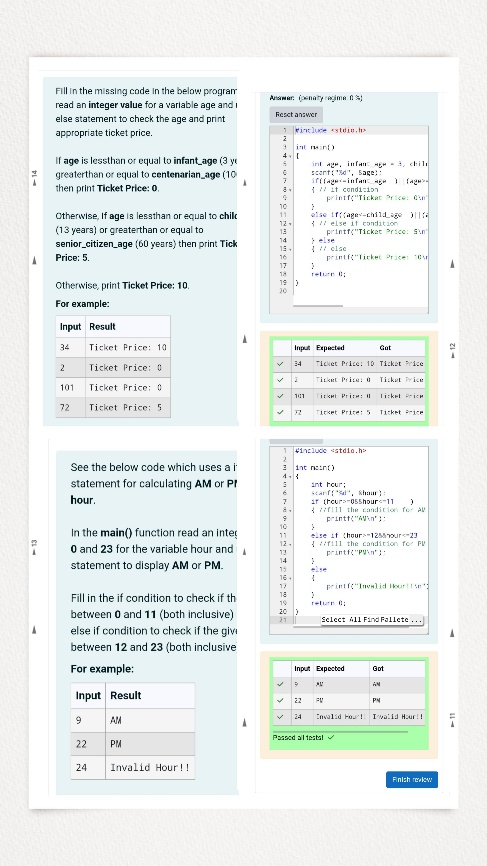
If construct

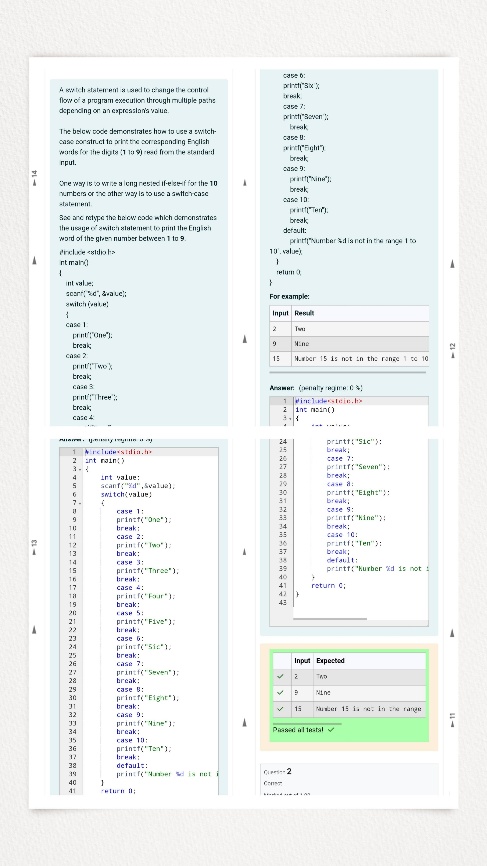
If else construct

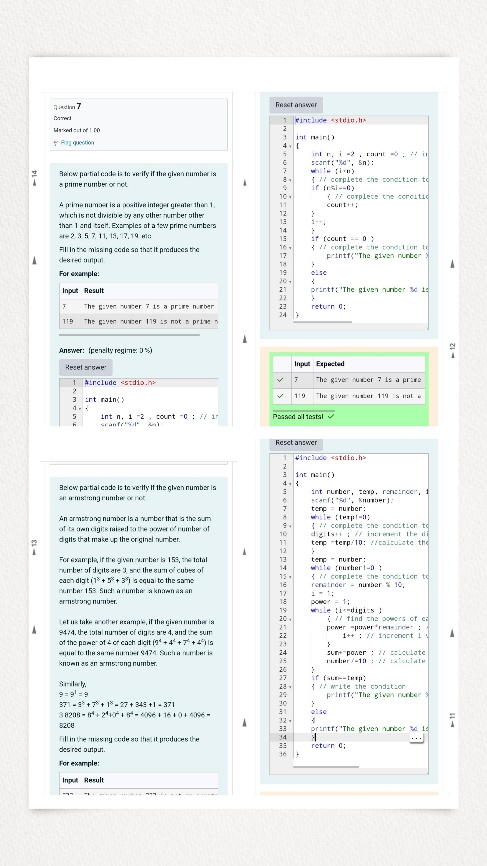
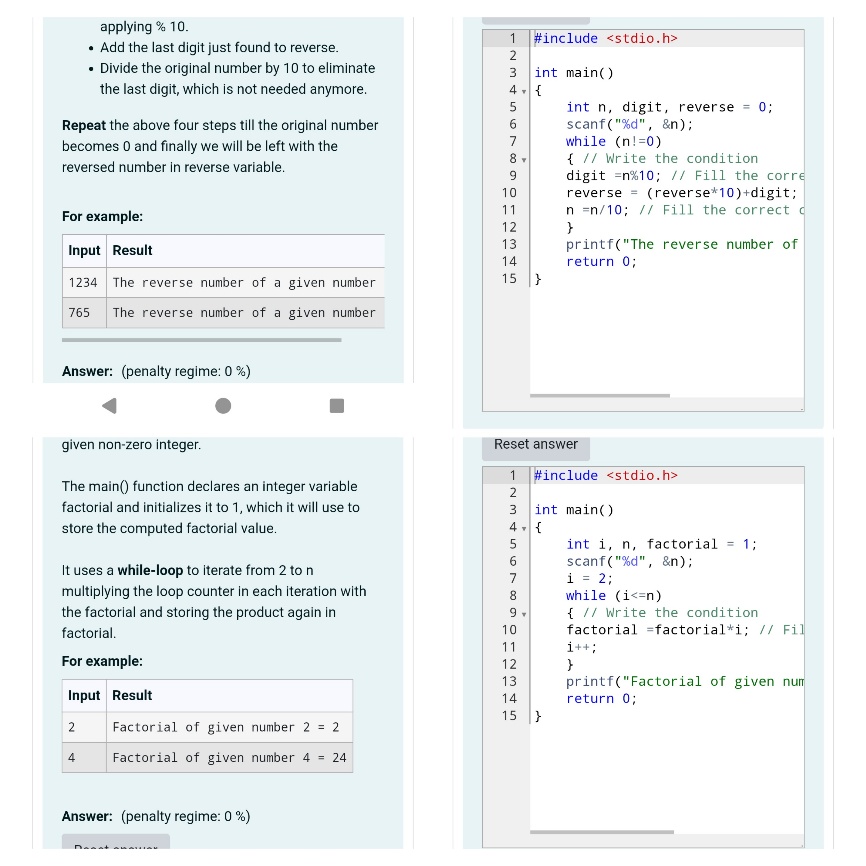
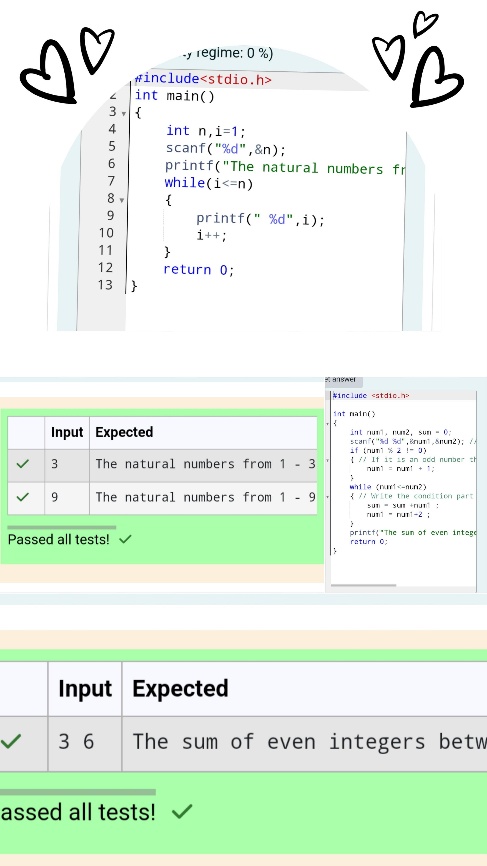
Nested if else construct

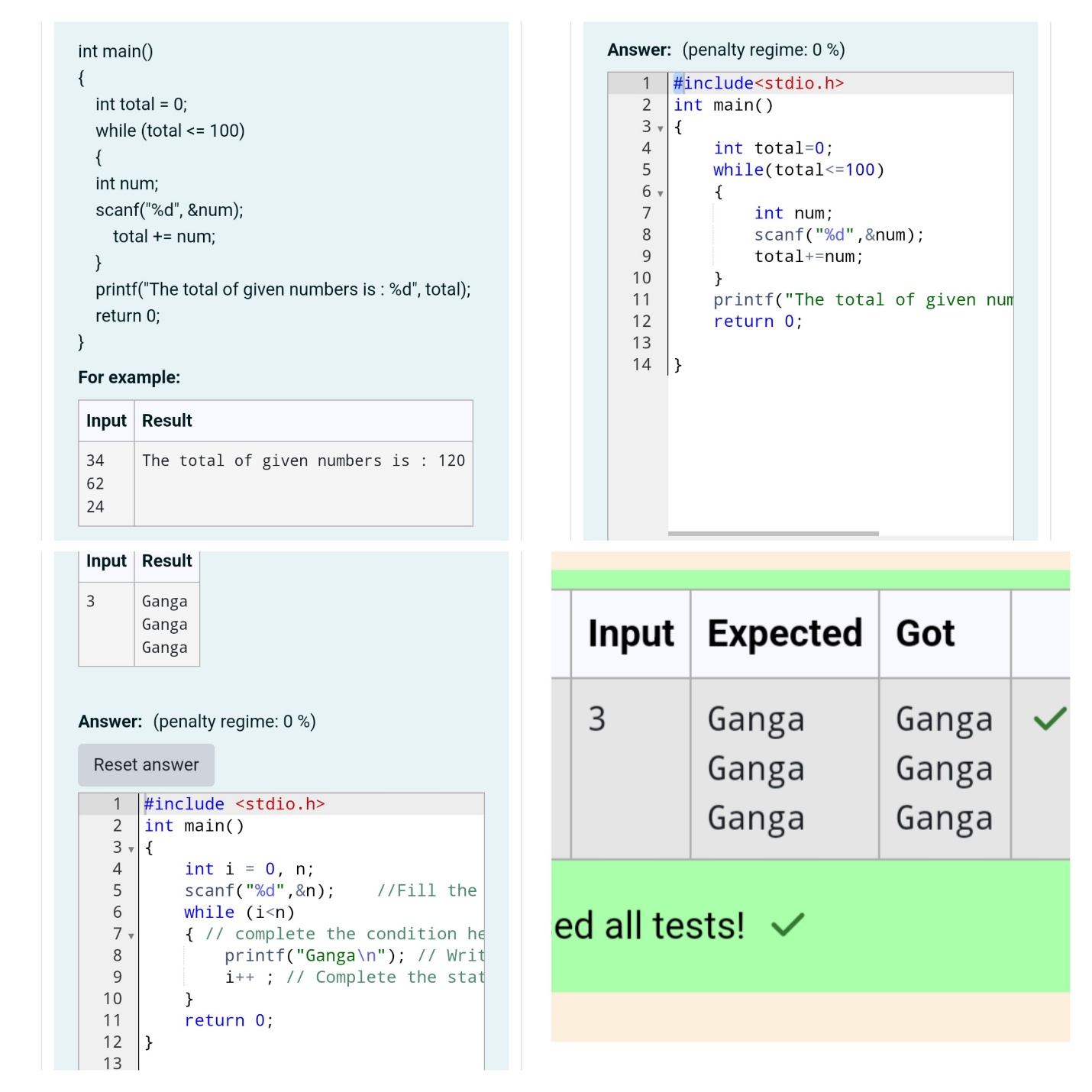


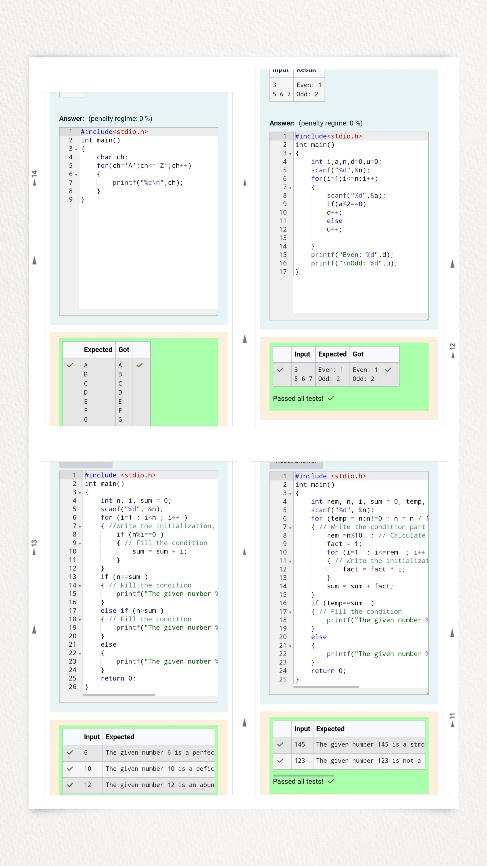
If else if construct



Switch case construct

While loop



For loop

