IF-ELSE USING JAVA

An if-else statement has the following logical flow:

```
IF (A = TRUE)
Then B
Else C
End IF
```
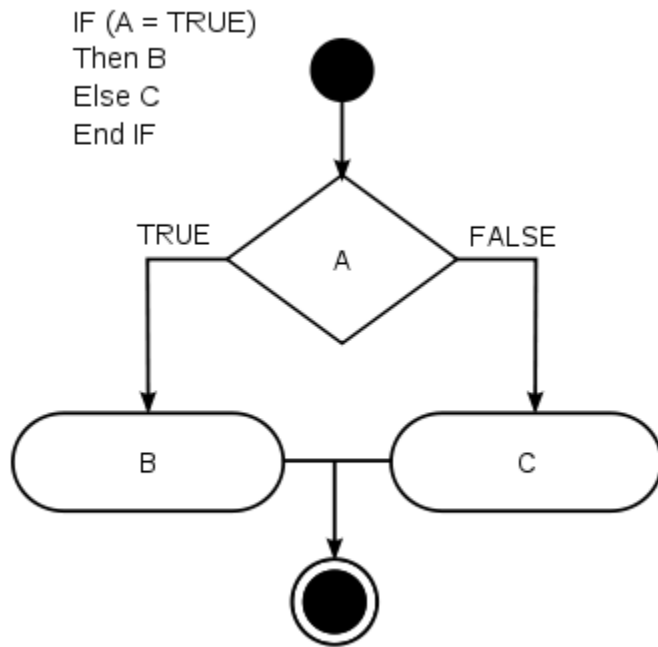

Task

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<=n<=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

24

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.

Solution:-

```java
import java.util.*;

public class Solution {

    private static final Scanner sc= new Scanner(System.in);

    public static void main(String[] args) {

        int n = sc.nextInt();

        if(n%2!=0){

            System.out.println("Weird");

        }

        else if((n>=2)&&(n<=5)){

            System.out.println("Not Weird");

        }
```

```java
        else if ((n>=6)&&(n<=20)){

            System.out.println("Weird");

        }

        else {

            System.out.println("Not Weird");

        }

        scanner.close();

    }

}
```