

# if then else Challenge

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Insert a code segment after the code we've just reviewed:

- Set the existing **score** variable to 10,000.
- Set the existing **levelCompleted** variable to 8.
- Set the existing **bonus** variable to 200.
- Use the same **if** condition (meaning if gameOver is true) you want to perform the same calculation, and print out the value of the **finalScore** variable.