1. Declare num
2. Input num
3. If 1< num < 10, then
   1. Output “blue”
4. Elseif (10< num <20)
   1. Output “green”
5. Else
   1. Output “INVALID VALUE”
6. End of program

Trace 1 🡺

|  |  |  |  |
| --- | --- | --- | --- |
| Line number | Input buffer | Num | Output buffer |
| 1. | - | - | - |
| 2. | 6 | 6 | - |
| 3. | - | 6 | Blue |
| 4. | - | 6 | - |
| 5. | - | 6 | - |
| 6. | - | 6 | - |

Trace 2 🡺

|  |  |  |  |
| --- | --- | --- | --- |
| Line number | Input buffer | Num | Output buffer |
| 1. | - | - | - |
| 2. | 15 | 15 | - |
| 3. | - | 15 | - |
| 4. | - | 15 | green |
| 5. | - | 15 | - |
| 6. | - | 15 | - |

Trace 3 🡺

|  |  |  |  |
| --- | --- | --- | --- |
| Line number | Input buffer | Num | Output buffer |
| 1. | - | - | - |
| 2. | 25 | 25 | - |
| 3. | - | 25 | - |
| 4. | - | 25 | - |
| 5. | - | 25 | Invalid value |
| 6. | - | 25 | - |