Condition

Grading Problem: Revisited

Use only Relational Operator. No Logical Operator

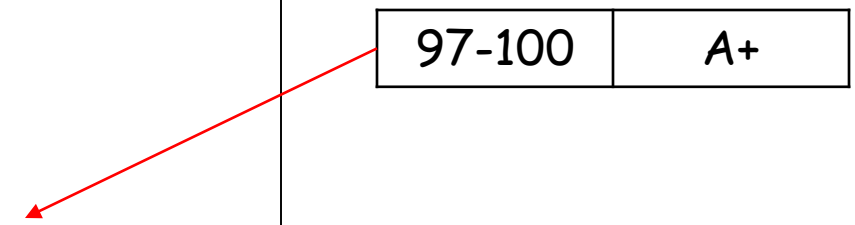
97-100	A+	67-69	C-
90-96	A	63-66	D+
87-89	A-	60-62	D
83-86	B+	<60	F
80-82	B		
77-79	B-		
73-76	C+		
70-72	C		

Grading Problem: Using >=

```
int mark;
scanf("%d", &mark);
```

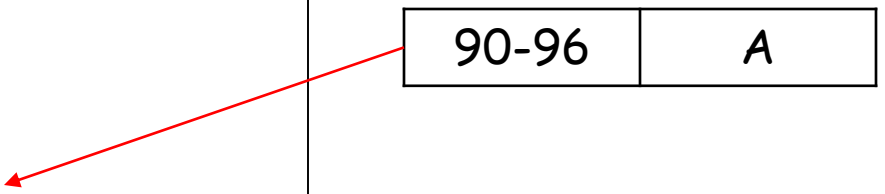
Grading Problem: Using >=

```
int mark;
scanf("%d", &mark);
if(mark >= 97)
{
        printf("A+\n");
}
```



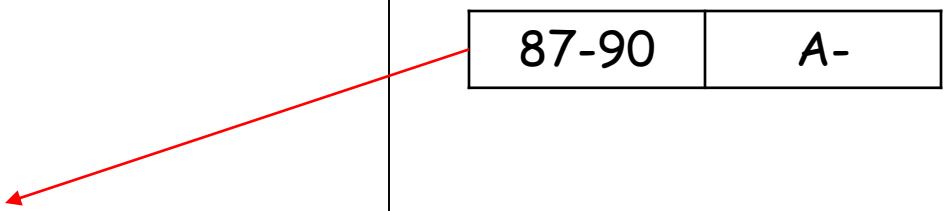
Grading Problem: Using >=

```
int mark;
scanf("%d", &mark);
if(mark >= 97){
        printf("A+\n");
}
else if(mark >= 90)
{
        printf("A\n");
}
```



Grading Problem: Using >=

```
int mark;
scanf("%d", &mark);
if(mark >= 97){
        printf("A+\n");
}
else if(mark >=90){
        printf("A\n");
}
else if(mark >= 87)
{
        printf("A-\n");
}
```



Grading Problem: Using >=

```
int mark;
scanf("%d", &mark);
if(mark >= 97){
        printf("A+\n");
}
else if(mark >= 90){
        printf("A\n");
}
else if(mark >= 87){
        printf("A-\n");
}
   ...
   ...
else {
    printf("F\n");
}
```

Grading Problem: Using >=

```
if( mark >= 97 ){
    printf("A+\n");
}
else if( mark >= 90 ){
    printf("A\n");
}
else if( mark >= 87 ){
    printf("A-\n");
}
else if( mark >= 83 ){
    printf("B+\n");
}
else if( mark >= 80 ){
    printf("B\n");
}
else if( mark >= 77 ){
    printf("B-\n");
}
```

```
else if( mark >= 73 ){
    printf("C+\n");
}
else if( mark >= 70 ){
    printf("C\n");
}
else if( mark >= 67 ){
    printf("C-\n");
}
else if( mark >= 63 ){
    printf("D+\n");
}
 else if( mark >= 60 ){
    printf("D\n");
}
else {
    printf("F\n");
}
```

mark | 79

Grading Problem: Using >=

```
if( mark >= 97 ){
    printf("A+\n");
}
else if( mark >= 90 ){
    printf("A\n");
}
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    printf("A-\n");
}
else if( mark >= 83 ){
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else if( mark >= 80 ){
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}
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}
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mark | 79

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}
 else if( mark >= 60 ){
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}
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    printf("F\n");
}
```

mark | 79

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}
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}
```

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}
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 else if( mark >= 60 ){
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}
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}
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mark | 79

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mark | 79

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mark | 79

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}
 else if( mark >= 60 ){
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}
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}
```

mark | 79

Grading Problem: Using >=

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if( mark >= 97 ){
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}
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}
else if( mark >= 70 ){
    printf("C\n");
}
else if( mark >= 67 ){
    printf("C-\n");
}
else if( mark >= 63 ){
    printf("D+\n");
}
 else if( mark >= 60 ){
    printf("D\n");
}
else {
    printf("F\n");
}
```

mark 79

B-

Grading Problem: Using <=

```
if( mark <= 100 ){
    printf("A+\n");
}
else if( mark <= 96 ){
    printf("A\n");
}
else if( mark <= 90 ){
    printf("A-\n");
}
else if( mark <= 87 ){
    printf("B+\n");
}
else if( mark <= 83 ){
    printf("B\n");
}
else if( mark <= 80 ){
    printf("B-\n");
}
```

mark | 79

Grading Problem: Using <=

```
if( mark <= 100 ){
    printf("A+\n");
}
else if( mark <= 96 ){
    printf("A\n");
}
else if( mark <= 90 ){
    printf("A-\n");
}
else if( mark <= 87 ){
    printf("B+\n");
}
else if( mark <= 83 ){
    printf("B\n");
}
else if( mark <= 80 ){
    printf("B-\n");
}
```

mark | 79

Grading Problem: Using <=

```
if( mark <= 100 ){
    printf("A+\n");
}
else if( mark <= 96 ){
    printf("A\n");
}
else if( mark <= 90 ){
    printf("A-\n");
}
else if( mark <= 87 ){
    printf("B+\n");
}
else if( mark <= 83 ){
    printf("B\n");
}
else if( mark <= 80 ){
    printf("B-\n");
}
```

B-

mark 79

A+

Grading Problem: Using <=

```
if( mark <= 100 ){
    printf("A+\n");
}
else if( mark <= 96 ){
    printf("A\n");
}
else if( mark <= 90 ){
    printf("A-\n");
}
else if( mark <= 87 ){
    printf("B+\n");
}
else if( mark <= 83 ){
    printf("B\n");
}
else if( mark <= 80 ){
    printf("B-\n");
}
```

B-

mark 79

A+

Grading Problem: Using <=

```
if( mark < 60 ){
    printf("F\n");
}
else if( mark <= 62 ){
    printf("D\n");
}
else if( mark <= 66 ){
    printf("D+\n");
}
else if( mark <= 69 ){
    printf("C-\n");
}
else if( mark <= 72 ){
    printf("C\n");
}
else if( mark <= 76 ){
    printf("C+\n");
}
```

Grading Problem: Using <=

```
if( mark < 60 ){
    printf("F\n");
}
else if( mark <= 62 ){
    printf("D\n");
}
else if( mark <= 66 ){
    printf("D+\n");
}
else if( mark <= 69 ){
    printf("C-\n");
}
else if( mark <= 72 ){
    printf("C\n");
}
else if( mark <= 76 ){
    printf("C+\n");
}
```

Ordering is very important!!!!
What condition you are going to use first

Check The validity of a triangle and which type is it

```
if(a+b > c && b+c > a && c+a > b){
    if(a==b && b==c && c==a){
        printf("Equilateral triangle\n");
    }
    else if(a==b || b==c || c==a){
        printf("Isosceles triangle\n");
    }
    else{
        printf("Scalene Triangle\n");
    }
}
else{
    printf("Not a valid triangle\n");
}
```

a	3
b	4
c	4

Check The validity of a triangle and which type is it

```
if(a+b > c && b+c > a && c+a > b){
    if(a==b && b==c && c==a){
        printf("Equilateral triangle\n");
    }
    else if(a==b || b==c || c==a){
        printf("Isosceles triangle\n");
    }
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    }
}
else{
    printf("Not a valid triangle\n");
}
```

a	4
b	4
c	4

Check The validity of a triangle and which type is it

```
if(a+b > c && b+c > a && c+a > b){
    if(a==b && b==c && c==a){
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        printf("Isosceles triangle\n");
    }
    else{
        printf("Scalene Triangle\n");
    }
}
else{
    printf("Not a valid triangle\n");
}
```

a	4
b	4
c	4

Equilateral triangle

Check The validity of a triangle and which type is it

What if we change the order of these 2 conditions?

```
if(a+b > c && b+c > a && c+a > b){
    if(a==b && b==c && c==a){
        printf("Equilateral triangle\n");
    }
    else if(a==b || b==c || c==a){
        printf("Isosceles triangle\n");
    }
    else{
        printf("Scalene Triangle\n");
    }
}
else{
    printf("Not a valid triangle\n");
}
```

a	4
b	4
c	4

Check The validity of a triangle and which type is it

What if we change the order of these 2 conditions?

```
if(a+b > c && b+c > a && c+a > b){
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```

a	4
b	4
c	4

Check The validity of a triangle and which type is it

What if we change the order of these 2 conditions?

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if(a+b > c && b+c > a && c+a > b){
    if(a==b || b==c || c==a){
        printf("Isosceles triangle\n");
    }
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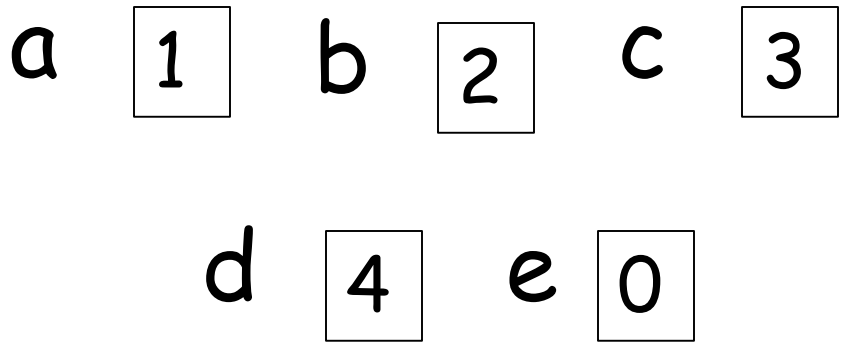
        printf("Equilateral triangle\n");
    }
    else{
        printf("Scalene Triangle\n");
    }
}
else{
    printf("Not a valid triangle\n");
}
```

a	4
b	4
c	4

Isosceles triangle

Finding min between 5 numbers

```
int min;
if ( a < b ){
    min = a;
}
else{
    min = b;
}
if ( c < min ){
    min = c;
}
if ( d < min ){
    min = d;
}
if ( e < min )
{
    min = e;
}
```



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int min;
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if ( c < min ){
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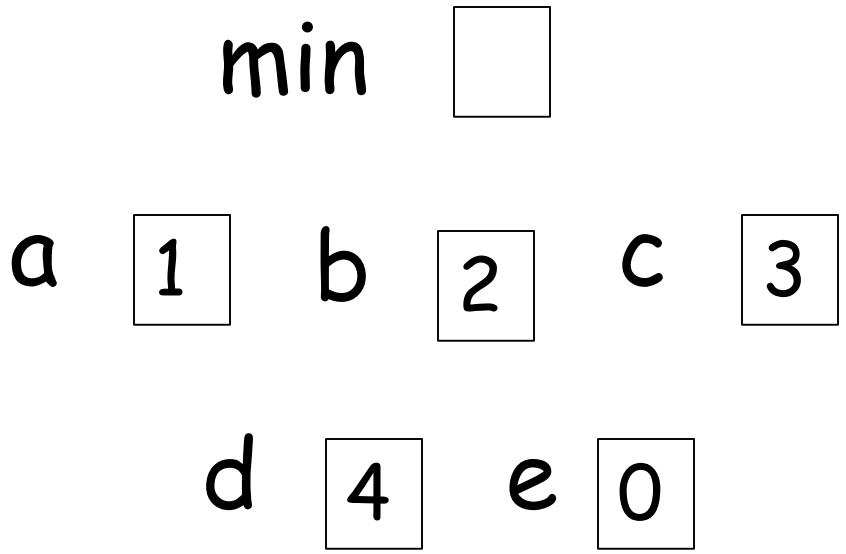
if ( d < min ){
    min = d;
}
if ( e < min )
{
    min = e;
}
```



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```
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}
else{
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}
if ( c < min ){
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}
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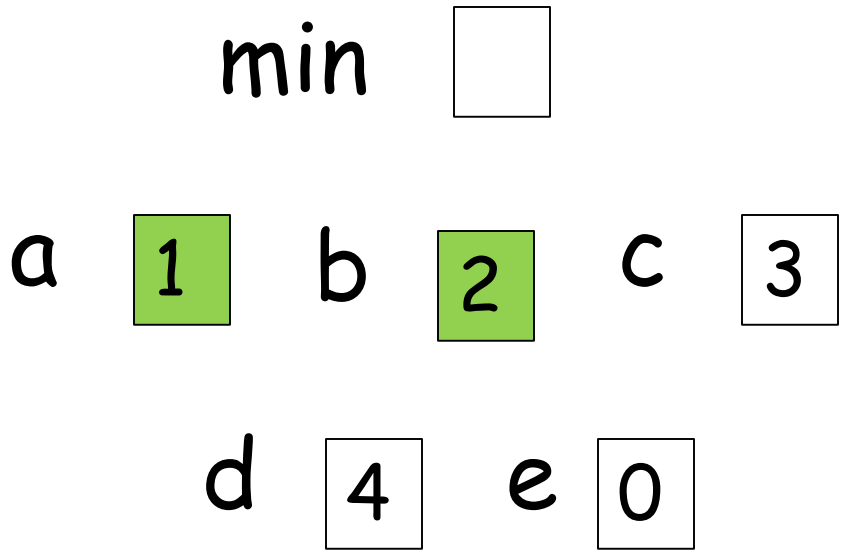
    min = d;
}
if ( e < min )
{
    min = e;
}
```



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if ( a < b ){
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    min = d;
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{
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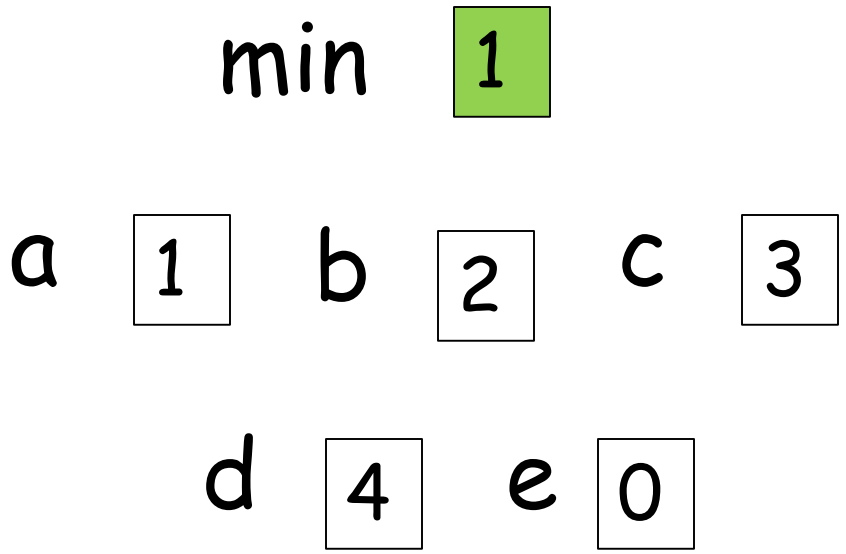
```



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int min;
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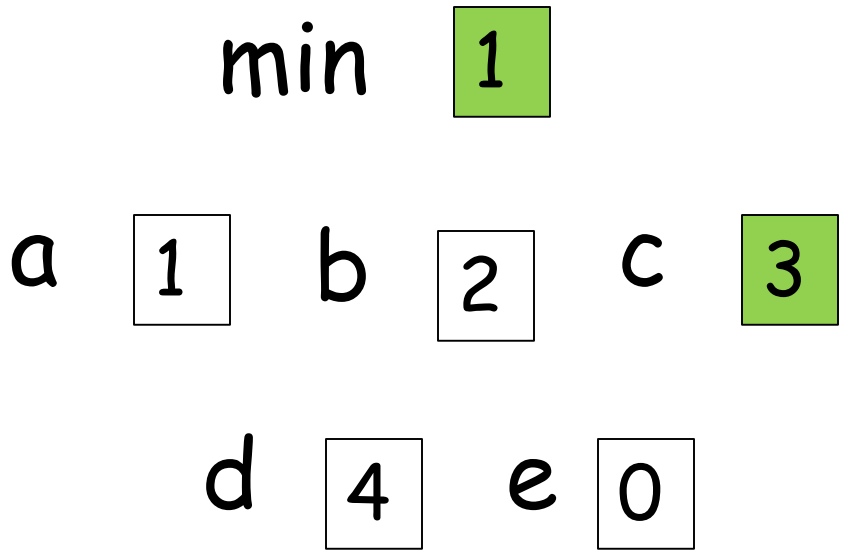
}
```



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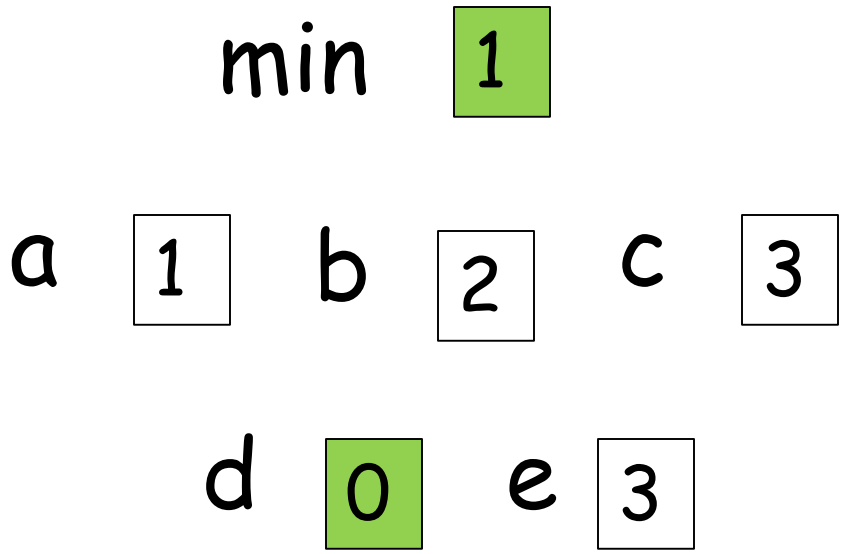

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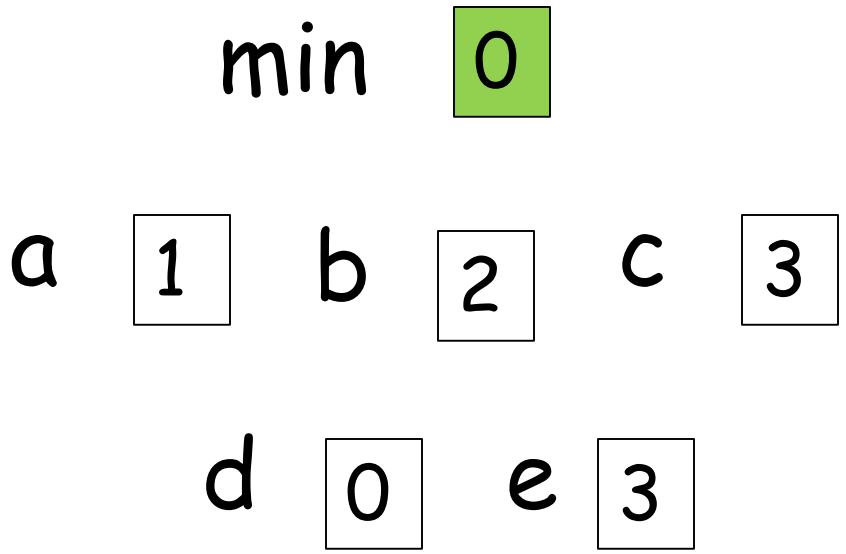

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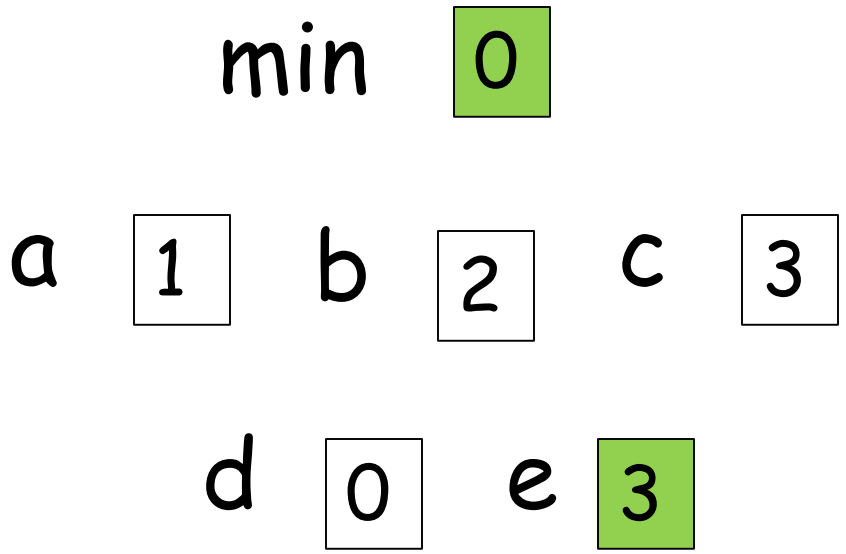

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