1.Declare num

2.input num

3.if num is between (1 -10)

x.display “blue”

4.elseif num is between (10-20)

x.display “green”

5.else

x.display “invald value”

6.end

**Trace 1:**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Input buffer | num | Output buffer |
| 1. | - | - | - |
| 2. | 7 | 7 | - |
| 3. | - | 7 | - |
| 4. | - | 7 | - |
| 5. | - | 7 | - |
| 6. | - | 7 | blue |

**Trace 2:**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Input buffer | num | Output buffer |
| 1. | **-** | **-** | **-** |
| 2. | **16** | **16** | **-** |
| 3. | **-** | **16** | **-** |
| 4. | **-** | **16** | **-** |
| 5. | **-** | **16** | **-** |
| 6. | **-** | **16** | **green** |

**Trace 3:**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Input buffer** | **Num** | **Output buffer** |
| **1.** | **-** | **-** | **-** |
| **2.** | **27** | **27** | **-** |
| **3.** | **-** | **27** | **-** |
| **4.** | **-** | **27** | **-** |
| **5.** | **-** | **27** | **-** |
| **6.** | **-** | **27** | **Invalid value** |