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HackerRank: 30 Days of Code
Day 3: Introduction to
Conditional Statement

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Objective:

In this challenge, we learn about conditional statements. Check out the Tutorial tab for learning materials and an instructional video.

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.

Solution:

```
import java.io.*;
import java.math.*;
import java.security.*;
import java.text.*;
import java.util.*;
import java.util.concurrent.*;
import java.util.function.*;
import java.util.regex.*;
import java.util.stream.*;
import static java.util.stream.Collectors.joining;
import static java.util.stream.Collectors.toList;

public class Solution {
    public static void main(String[] args) throws IOException {
        BufferedReader bufferedReader = new BufferedReader(new
        InputStreamReader(System.in));

        int N = Integer.parseInt(bufferedReader.readLine().trim());

        bufferedReader.close();

        if (N % 2 != 0)
        {
            System.out.println("Weird");
        }

        else if (N % 2 == 0 && N >= 2 && N <= 5)
        {
            System.out.println("Not Weird");
        }
    }
}
```

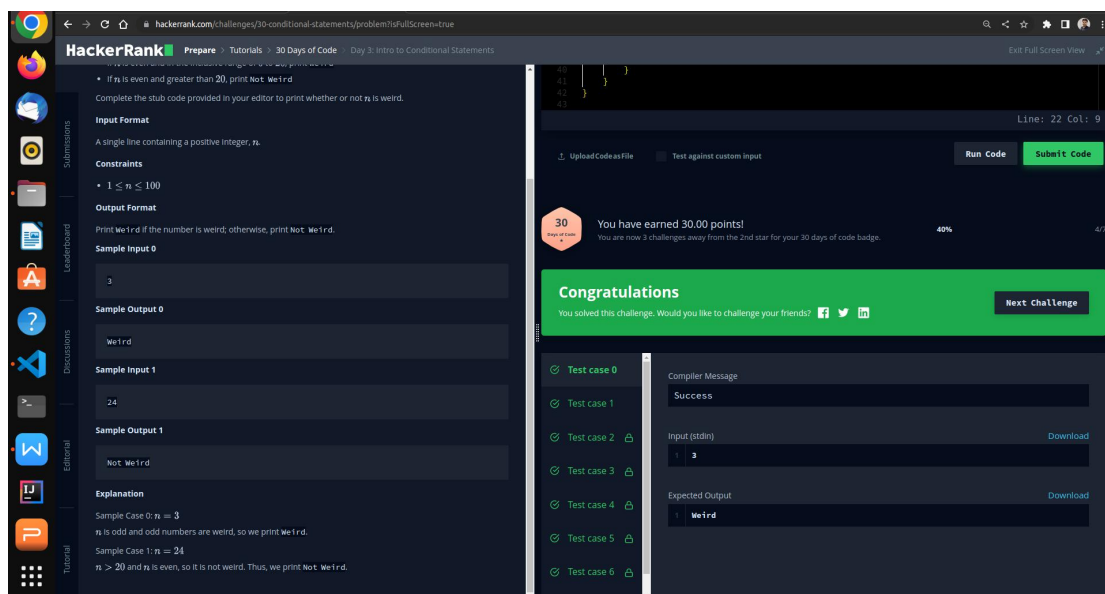
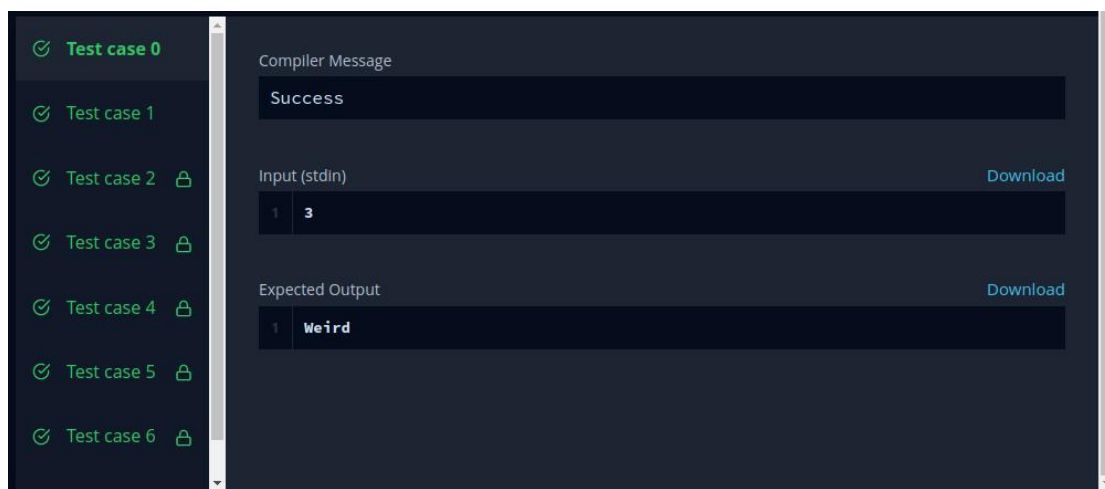
```

    }

    else if (N % 2 == 0 && N >= 6 && N <= 20)
    {
        System.out.println("Weird");
    }
    else if(N % 2 == 0 && N > 20)
    {
        System.out.println("Not Weird");
    }
}
}
}

```

Output:



Result:

Program executed successfully .