

```
1 package com.publiccept.keywordsandexpressions;
2
3 public class Main {
4
5     public static void main(String[] args) {
6
7         boolean gameOver = true;
8         int score = 800;
9         int levelCompleted = 5;
10        int bonus = 100;
11
12        if (score < 5000 && score > 1000) {
13            System.out.println("Score < 5000 but > 1000");
14        } else if (score < 1000) {
15            System.out.println("Score < 1000"); // Score < 1000
16        } else {
17            System.out.println("Got here");
18        }
19
20        if (gameOver) {
21            int finaleScore = score + (levelCompleted * bonus); // 800 + (5 * 100)
22            System.out.println("Final score: " + finaleScore); // Final score: 1300
23        }
24
25        score = 10_000;
26        levelCompleted = 8;
27        bonus = 200;
28
29        if (gameOver) {
30            int finalScore = score + (levelCompleted * bonus); // 10_000 + (8 * 200)
31            System.out.println("Final score: " + finalScore); // Final score: 11600
32        }
33    }
34 }
35
```