**One or Two Outcomes – Day 1   
\*\*\*Save these programs in the appropriate folder\*\*\***

1. Use **if** statements in programs to accomplish each task.
   1. Output "GREATER" if a given integer is greater than 50.
   2. Output "OTHER" if a given integer has any value other than 12.
   3. Output "HIGHER" if a given integer is higher than 10, "LOWER" if it is lower than 10, or "EQUAL" if equal to 10.
2. Ask the user their name. Give a different message depending on whether they enter your name or another name.
3. Ask the user to enter two different numbers, and have your program tell them which number is the **larger** of the two.
4. Ask the user to enter two different numbers, and have your program tell them which number is the **smaller** of the two.
5. Ask the user three math problems and (a) tell them if they are right, or (b) show them the correct answer.
6. A user inputs his age and if the user is under 16, display the message "You're too young to drive." If the user is 16 or older then display an appropriate statement.