Directions:

For this quiz, you're going to help solve a fictitious murder mystery that happened here at Udacity! A murder mystery is a game typically played at parties wherein one of the partygoers is secretly, and unknowingly, playing a murderer, and the other attendees must determine who among them is the criminal. It's a classic case of whodunnit.

Since this might be your first time playing a murder mystery, we've simplified things quite a bit to make it easier. Here's what we know! In this murder mystery there are:

- **four rooms**: the ballroom, gallery, billiards room, and dining room,
- **four weapons**: poison, a trophy, a pool stick, and a knife,
- and **four suspects**: Mr. Parkes, Ms. Van Cleve, Mrs. Sparr, and Mr. Kalehoff.

We also know that each weapon *corresponds* to a particular room, so...

- the `poison` belongs to the `ballroom`,
- the `trophy` belongs to the `gallery`,
- the `pool stick` belongs to the `billiards room`,
- and the `knife` belongs to the `dining room`.

And we know that each suspect was located in a specific room at the time of the murder.

- `Mr. Parkes` was located in the `dining room`.
- `Ms. Van Cleve` was located in the `gallery`.
- `Mrs. Sparr` was located in the `billiards room`.
- `Mr. Kalehoff` was located in the `ballroom`.

To help solve this mystery, write a combination of conditional statements that:

1. sets the value of `weapon` based on the `room` and
2. sets the value of `solved` to `true` if the value of `room` matches the `suspect`'s room

Afterwards, print the following to the console if the mystery was solved:

```
_____ did it in the _____ with the _____!
```

Fill in the blanks with the name of the suspect, the room, and the weapon. For example,

```
Mr. Parkes did it in the dining room with the knife!
```

TIP: Make sure to test your code with different values. For example,

If `room` equals `gallery` and `suspect` equals `Ms. Van Cleve`, then `Ms. Van Cleve did it in the gallery with the trophy!` should be printed to the console.