Conditionals Activity

1. Create a new class **BookClubPoints**.

Serendipity Booksellers has a book club that awards points to its customers based on the number of books purchased each month. The points are awarded as follows:

- If a customer purchases 0 books, he or she earns 0 points.
- If a customer purchases 1 book, he or she earns 5 points.
- If a customer purchases 2 books, he or she earns 15 points.
- If a customer purchases 3 books, he or she earns 30 points.
- If a customer purchases 4 or more books, he or she earns 60 points.

Write a program that asks the user to enter the number of books that he or she has purchased this month and then displays the number of points awarded.

2. Create a new class **TestScores**

Write a program that has variables to hold three test scores.
The program should ask the user to enter 3 test scores and assign the values entered to the variables.
The program should
- print the average of the test scores
- print the letter grade for the test score average
Base the letter grade on the grading scale below.

Test Score Average	Letter Grade
90 - 100	A
89 – 89	B
70 -79	C
60 – 69	D
Below 60	F

Submit both the **BookClubPoints.java** file and the **TestScores.java** file**.**