

## 5-5. Alien Colors

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5-3. Alien Colors 1 - 3.py X
D: > AB-Tech > AB-Tech-Spring-2026 > Python Programming - CSC - 121 > Module 5 > 5-3 - Alien Colors 1 - 3 > 5-3. Alien Colors 1

1 alien_color = 'green'
2
3 if alien_color == 'green':
4     print("Good shot! You just earned 5 points!")
5 elif alien_color == 'yellow':
6     print("Good shot! You just earned 10 points!")
7 else:
8     print("Good shot! You just earned 15 points!")
9
10 print()
11
12 alien_color = 'yellow'
13
14 if alien_color == 'green':
15     print("Good shot! You just earned 5 points!")
16 elif alien_color == 'yellow':
17     print("Good shot! You just earned 10 points!")
18 else:
19     print("Good shot! You just earned 15 points!")
20
21 print()
22
23 alien_color = 'red'
24
25 if alien_color == 'green':
26     print("Good shot! You just earned 5 points!")
27 elif alien_color == 'yellow':
28     print("Good shot! You just earned 10 points!")
29 else:
30     print("Good shot! You just earned 15 points!")
31
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS SPELL CHECKER

```
PS C:\Users\grego> & C:/Users/grego/AppData/Local/Python/pythoncore-3.14-64/python.exe "d:/AB-Tech - 3.py"
Good shot! You just earned 5 points!
Good shot! You just earned 10 points!
Good shot! You just earned 15 points!
PS C:\Users\grego>
```