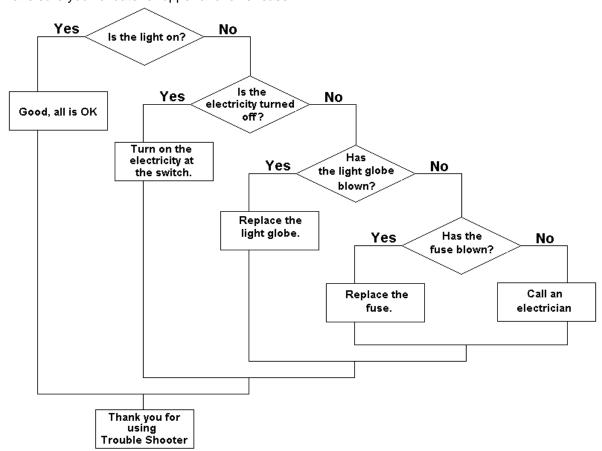# Activity – Lightbulb Troubleshooter

You need to create a simple troubleshooter program which will guide the user to "troubleshoot" a lightbulb that isn't working.

A troubleshooter is a series of questions that can be answered "Yes" or "No", which will eventually reach a conclusion and/or offer advice to the user. In this case, a series of **conditional statements** that will take different actions depending on whether the outcomes are True or False.

At the bottom of this activity sheet is a flowchart that has been provided for you, which is the solution to the problem, so all you need to do is work out the actual coding, which will be a series of nested `if` statements.

Make sure you test your program thoroughly before submission, ensuring that you go through each possible branch to make certain it is acting correctly.
Make sure you validate for upper and lower case.

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