Roulette Colors

On a roulette wheel, the pockets are numbered from 0 to 36. The colors of the pockets are as follows:

- Pocket 0 is green.

- For pockets 1 through 10, the odd-numbered pockets are red and the even-numbered pockets are black.

- For pockets 11 through 18, the odd-numbered pockets are black and even-numbered pockets are red.

- For pockets 19 through 28, the odd-numbered pockets are red and the even-numbered pockets are black.

- For pockets 29 through 36, the odd-numbered pockets are black and the even-numbered pockets are red.

Write a Python program that asks the user to enter a pocket number and displays whether the pocket is green, red, or black. The program should display an error message if the user enters a number that is outside the range of 0 through 36. Test your program with the following data:

Input	Output
pocket	color
-1	Invalid Input!
0	green
7	red
8	black
11	black
18	red
20	black
34	red
41	Invalid Input!

Finally, format your program to match the sample below. Your output should exactly match the sample output, character for character, including all white space and punctuation. User input in the sample has been highlighted in Pappy's Purple to distinguish it from the program's output, but your user input does not need to be colored. Save your finished program as `roulette_colors.py`, and submit it along with a screenshot showing a run of **all 9** of the test cases.

Terminal

```
$ python roulette_colors.py
Please enter a pocket number: -1
  Invalid Input!
$ python roulette_colors.py
Please enter a pocket number: 8
  Pocket 8 is black.
$ python roulette_colors.py
Please enter a pocket number: 34
  Pocket 34 is red.
```