package ifthenstatements;

// import javax.swing.JOptionPane;

public class IfThenStatements

{

public static void main(String[] args)

{

int intAge;

intAge = 18;

if (intAge >= 18)

System.out.println(“You can vote”);

else

System.out.println(“You cannot vote”);

if (intAge >= 21)

System.out.println(“You can drink alcohol”);

else

System.out.println(“You cannot drink alcohol”);

//This statement below is WRONG – enter 22 and you won’t see the vote message … enter 16 and you’ll see the vote message

//something is off here ????

if (intAge >= 21)

System.out.println(“You can drink”);

else

System.out.println(“You can vote”);

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//if ((45 \* 2 > 100) && (98 /2 <= 24))

// Mark Symbol

//100 – 90 A

//89 – 80 B

//79 – 60 C

//59 – 50 D

//<50 F

//< 50 F

// 50 – 59 D

// 60 – 79 C

//80 – 89 B

//90 -100 A

if ((intMark <= 100) && (intMark >= 90))

System.out.println(“A”);

if ((intMark <= 89) && (intMark >= 80))

System.out.println(“B”);

if ((intMark <= 79) && (intMark >= 60))

System.out.println(“C”);

if ((intMark <= 59) && (intMark >= 50))

System.out.println(“D”);

if (intMark < 50)

System.out.println(“F”);

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

if (intMark >= 90)

System.out.println(“A”);

else

if (intMark >= 80)

System.out.println(“B”);

else

if (intMark >= 60)

Systen.out.println(“C”);

else

if (intMark >= 50)

System.out.println(“D”);

else

System.out.println(“F”);

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

if (intMark < 90)

if (intMark < 80)

if (intMark < 60)

if (intMark < 50)

System.out.println(“F”);

else

System.out.println(“D”);

else

System.out.println(“C”);

else

System.out.println(“B”);

else

System.out.println(“A”);

}

}