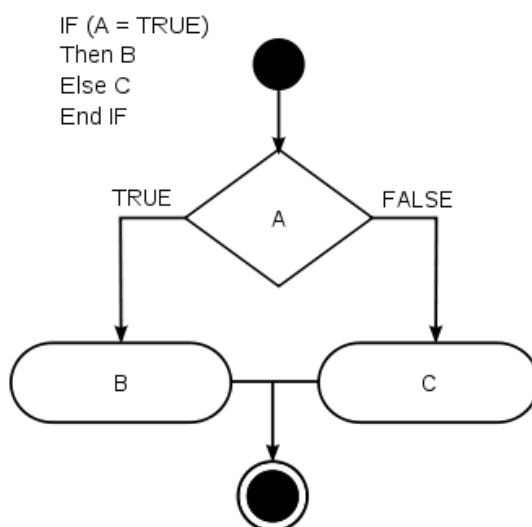# Java If-Else

In this challenge, we test your knowledge of using *if-else* conditional statements to automate decision-making processes. An if-else statement has the following logical flow:

Task

Given an integer, n, perform the following conditional actions:

- If n is odd, print `Weird`
- If n is even and in the inclusive range of 2 to 5, print `Not Weird`
- If n is even and in the inclusive range of 6 to 20, print `Weird`
- If n is even and greater than 20, print `Not Weird`

Complete the stub code provided in your editor to print whether or not n is weird.

Input Format

A single line containing a positive integer, n.

Constraints

- $1 \leq n \leq 100$

Output Format

Print `Weird` if the number is weird; otherwise, print `Not Weird`.

Sample Input 0

```
3
```

Sample Output 0

```
Weird
```

Sample Input 1

```
24
```

Sample Output 1

```
Not Weird
```

Explanation

Sample Case 0: $n = 3$

n is odd and odd numbers are weird, so we print `Weird`.

Sample Case 1: $n = 24$

$n > 20$ and n is even, so it isn't weird. Thus, we print `Not Weird`.