## **If/else syntax debug**

While making a game, your partner, Greg, decided to create a function to check if the user is still alive called checkAlive/CheckAlive/check\_alive. Unfortunately, Greg made some errors while creating the function.

checkAlive/CheckAlive/check\_alive should return true if the player's health is greater than 0 or false if it is 0 or below.

The function receives one parameter health which will always be a whole number between -10 and 10.

def check\_alive(health):

if health > 0:

return True

else:

return False