**Using Elif**

This program simulates a fortune cookie. A random number is used to decide your ‘fortune’.

* Copy and run this program.

# a random number is given by the randint() function

import random

answer= random.randint(1,6)

if answer == 1:

print("You will make a new friend this week")

elif answer == 2:

print("You will do well in your GCSEs")

elif answer == 3:

print("You will find something you thought you’d lost")

* The program is not yet complete. Include your own ‘fortunes’ for the numbers 4, 5 and 6.

import random

answer= random.randint(1,6)

if answer == 1:

print("You will make a new friend this week")

elif answer == 2:

print("You will do well in your GCSEs")

elif answer == 3:

print("You will find something you thought you’d lost")

elif answer == 4:

print("Wow")

elif answer == 5:

print("blah”)

else answer == 6:

print("tbh")

*Note: random.randint(1,6) is a function that returns a random number between 1 and 6. The ‘import random’ command allows the program to access the random.randint() function.*

**Extension**

Create a program that will tell a student what grade they got if they achieve a certain % in their test. The program should allow the student to input their % number and the program will work out what grade they have achieved.

A \* = 90% and above

A = 80% and above

B = 70% and above

C = 60% and above

D = 50% and above

F = anything less than 50%

def schoolgrades ():

grade = int(input("What's the percentage you got for your exams?"))

if grade >= 90:

print ("You got an A\*.")

elif grade >= 80:

print ("You got an A.")

elif grade >= 70:

print ("You got a B.")

elif grade >= 60:

print ("You got a C.")

elif grade >= 50:

print ("You got a D.")

elif grade <= 49:

print ("You got an F.")