My Maya

Owl Code

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Description

Weird or not Weird

Program Description

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**

Input Format

A single line containing a positive integer, n.

Output Format

Print the output according to the conditional actions.

Constraints

n lies between 1 and 100.

Input-1

4

Output-1

Not weird

Input-2

17

Output-2

weird

```c
#include<stdio.h>
int main()
{
    int n;
    scanf("%d",&n);
    if(n%2==0)
    {
        if(n>=2&&n<=5) printf("not weird");
        if(n>=6&&n<=20) printf("weird");
        if(n>20) printf("not weird");
    }
    else printf("weird");
    return 0;
}
```

</> Run Code

Compiler Response

#	Testcase	Input	Expected Output	Your Output	Memory	CPU time	Result
1	17	17	weird	weird	1408 KB	3.324 ms	Pass
2	4	4	not weird	not weird	1408 KB	2.523 ms	Pass

All hidden testcases passed

Light