

Lab 3.3.9.1 Type conversions: part 1

Objectives

Familiarize the student with:

- Type conversions
- Conditional statements
- Integer numbers
- Floating-point numbers
- Getting input from the user
- Printing on screen

Scenario

Write a program that takes one floating-point number, converts it to an integer number, and then prints a description of the given number. Descriptions for numbers:

- numbers greater than or equal to 1 and less than 2 - Very bad.
- numbers greater than or equal to 2 and less than 3 - Bad.
- numbers greater than or equal to 3 and less than 4 - Neutral.
- numbers greater than or equal to 4 and less than 5 - Good.
- numbers greater than or equal to 5 and less than 6 - Very good.

When a number is out of the given range ($1 \leq x < 6$), then the program prints nothing. Your version of the program must print the same result as the expected output.

```
#include <stdio.h>

int main()
{
    /* your code */
    return 0;
}
```

Example input

1.5

Example output

Very bad.

Example input

2.9

Example output

Bad.
Neutral.
Good.
Very good.

Example input

4.77

Example output

Good.