**Student Activity Guide: Decisions with If-statements** Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Unit 3 Lesson 9

**Directions**

* Write the if-statement code and answer the questions.

**Section 1**

1. Test if a letter input from the keyboard is equal to ‘p’. If it is print “YES”. Write the code you used.
2. Test if a number input from the keyboard is equal to 3.14. If it is print “PI”. Write the code you used.
3. Test if a word entered is the correct password. The password is “Armadillo”. Write the code you used.

What happens if you type in “ARMADILLO”? armadillo?

1. Test if a number input from the keyboard is positive or negative. Write the code you used.
2. Test if a number input from the keyboard is odd or even. Write the code you used.
3. Input a number less than 100 and test if it has one or two digits. Write the code you used.
4. Use Math.random() to store a random number between 1 and 100. Let the user guess. After each guess tell them if their guess was “too big, “too small” or “correct!”. Write the code you used.

We may need to make sure they can store a global variable

1. Change the last problem so it counts the number of guesses the user makes. After they win print out a message based on the number of guesses. If they get the correct answer in 4 tries or less you might say “Great job”. Record the code you used.