

# CSCI-101 Programming I

## Lab 3c

In your **lab3** directory create a program in a file named **Conditionals.java**. Include in the program the statements necessary to achieve the following.

As you develop this program, and all other programs, save your file, compile, and test your code often.

1. Ask the user to enter an integer. Read the integers from the keyboard and store the value in a variable named **grade**. Use a conditional statement to print "**greater than or equal to 73**" if the value in grade is greater than or equal to 73.
2. Ask the user to enter an integer. Read the integers from the keyboard and store the value in a variable named **value**. If the value is odd then print **odd**, otherwise print **even**.
3. Ask the user to enter an integer between 1 and 3, inclusively (meaning including 1 and 3). Read the value from the keyboard and store the value in a variable named **menuOption**. If the value in menuOption is 1 then print "**add**", else if the value in menuOption is 2 then print "**remove**", else if the value in menuOption is 3 then print "**modify**". If the value is not between 1 and 3, print "**invalid option**".
4. Ask the user to enter three decimal values. If the mean average of the decimal values is 90 or more print to the screen "**A**"; otherwise print "**not A**".