CSCI-101 If-else (Conditional) Statements Review

Write a class named **IfElse** and in **main** do the following:

1. Declare two integers named **maxAge** and **curAge** and initialize them using values read from the keyboard. Write code that creates a variable named **process** and uses conditional statements (if-else blocks) to set the value of **process** to **true** if **curAge** is less than **maxAge**, otherwise sets the value of **process** to **false**. Print the value of **process**.

2. Declare a variable named **average** and initialize it to a decimal value read from the keyboard. Write code that uses conditional statements to set a Boolean variable named **pass** to **true** if **average** is greater than 65, otherwise sets **pass** to **false**. Print the value of **pass**.

3. Ask the user to enter one of the following characters: A, B, C, D, F. Declare a variable named **letterGrade** and initialize it to the value read from the keyboard. Declare a variable named **points** that can hold an integer. Use conditional statements *and the following table* to set **points** according to the value of **letterGrade**, then print the value of **points**.

letterGrade	points
A	5
B	4
C	3
D	2
F	0

4. Declare three variables named **string1**, **string2**, and **result.** Ask the user to enter two strings and read them into **string1** and **string2**. Write code that uses conditional statements to set **result** according to the following table, then print the value in **results**.

result	condition
1	The length of string1 is greater than the length of string2.
-1	The length of string1 is less than the length of string2.
0	the length of string1 is equal to the length of string2.