

Age Project

Conditional statements like “If” “Then” allow you to create programs where something might happen if the condition is true. This is a common computer science construct.

You are going to finish a program called **age.sb** that will tell you what you can do depending on your age. Use the slider to set the age.

1. Currently, it only does the first condition. Your task is to finish the program so that the cat will tell you the rest:
 - If you are older than 2 "you don't need diapers"
 - If you are older than 15 "you can drive"
 - If you are older than 16 "you can see an R rated movie"
 - If you are older than 17 "you can vote"
 - If you are older than 20 "you can gamble"
 - If you are older than 24 "you can rent a car"
 - If you are older than 49 "you can retire"
2. If the age is less than 3, make the code tell you: "Sorry, you are not old enough for anything yet"

Feel free to add more conditions.