Read each scenario below, and write a conditional to represent how it works. Write it in English or in any form of pseudocode or real code that you want.

**Part 2 Answer Key**

### A
You’re writing a program that will cause your phone to do different things depending who’s calling you. The program will check to see who is calling and then decide what to do:
- If your friend Drea is calling, automatically answer the call.
- If your friend Drea is not calling, but your mom is calling, automatically send a text message that says, “Hi, mom.”
- If anyone else besides your mom or Drea is calling, play your voicemail message.

**Possible Answer:**

```
If Drea is calling, automatically answer.
Else if Mom is calling, automatically send text message that says, “Hi, Mom.”
Else, play voicemail message.
```

### B
An exercise app will play different music depending on how fast you are running. The program will check to find out how fast you’re running to determine what kind of music to play:
- If you’re running 7 miles per hour or faster, the app will play hip-hop music.
- If you’re not running 7 miles per hour or faster, but you are running 5 miles per hour or faster, the app will play pop music.
- If you’re running slower than 5 miles per hour, the app will play smooth jazz.

**Possible Answers:**

```
If speed ≥ 7 mph, play hip-hop music.
Else if speed ≥ 5 mph, play pop music.
Else, play smooth jazz.
```
Here's an example. This conditional determines what a robot will do depending on what its level of happiness is:

**Conditional**

If robot happiness is high, the robot will breakdance.  
Else if robot happiness is medium, the robot will moonwalk.  
Else, the robot will cry.

**Input**

Robot happiness is medium.

**Outcome**

The robot will moonwalk.

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A

You're playing a game where you roll a die and win points depending on the number you roll.

**Conditional**

If you roll a 5 or above, your team gets 1 point.  
Else if you roll a 3 or above, the other team gets 1 point.  
Else, neither team gets a point.

**Input**

You roll a 2.

**Outcome**

Neither team will get a point.

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B

A program sorts names into different columns depending on the letters it contains.

**Conditional**

If the name contains more consonants than vowels, put the name in column 1.  
Else if the name contains more vowels than consonants, put the name in column 2.  
Else, put the name in column 3.

**Input**

The name is Maria.

**Outcome**

The name will be put in column 2.