

```
1 # import CoDrone
2
3 # drone = CoDrone.CoDrone()
4 # drone.pair("9545")
5
6
7 drones = 100
8 bugs = 55
9
10 if drones > bugs:
11     print("Squish the bugs!")
12 if drones + bugs > 90:
13     print("Run away!")
14
15 Test = 87.50
16 A = 90
17 B = 80
18 C = 70
19 D = 60
20 F = 50
21
22 # incorrect answer
23 if Test == 100:
24     print("Automatic pass!")
25 if Test > A:
26     print("Student receives an A")
27 if Test > B:
28     print("Student receives a B")
29 if Test > C:
30     print("Student receives a C")
31 if Test > D:
32     print("Student receives a D, please seek tutoring")
33 if Test > F:
34     print("Student has failed, please seek tutoring")
35
36 # correct answer
37 if Test == 100:
38     print("Automatic pass!")
```

```
39     if Test > A:
40         print("Student receives an A")
41     else:
42         if Test > B:
43             print("Student receives a B")
44         else:
45             if Test > C:
46                 print("Student receives a C")
47             else:
48                 if Test > D:
49                     print("Student receives a D, please
        seek tutoring")
50             else:
51                 if Test > F:
52                     print("Student has failed
        please seek tutoring")
53
54 # another example
55 age = int(input("Enter your age: "))
56 if age < 5:
57     price = 0
58 elif age < 18:
59     price = 8
60 elif age < 55:
61     price = 12
62 else:
63     price = 10
64
65 print(price)
66
67 # checking if person is tall enough to ride a roller
        coaster
68 height = 66
69 if height > 48:
70     print("Rider can ride alone.")
71 elif height > 36:
72     print("Rider must be accompanied by parent.")
73 else:
```

```
74     print("Rider not allowed on the ride.")
75
76 # if drone.isConnected():
77 #     print("Drone is connected!")
78 #     drone.takeoff()
79 #     drone.land()
80 # else:
81 #     print("Not Paired!")
82
83 # Magic Ball
84 ball = int(input("Enter a number: "))
85 if ball == 1:
86     print("It is certain")
87 #     drone.set_pitch(50)
88 #     drone.move(2)
89
90 # drone.land()
91 # drone.close()
```