

## CIS1068, Program Design and Abstraction

```
Scanner keyboard = new Scanner(System.in);
int grade = keyboard.nextInt();
if (grade >=60)
System.out.print( "passed");
else
System.out.print( "failed");
```

Complete the following programs to print the same results as the above program does.

---

- 1) 

```
if (grade _____ 59)
    System.out.print( "passed");
else
    System.out.print( "failed");
```
- 2) 

```
if (60 _____ grade)
    System.out.print( "passed");
else
    System.out.print( "failed");
```
- 3) 

```
if (59 _____ grade)
    System.out.print( "passed");
else
    System.out.print( "failed");
```
- 4) 

```
if (60 _____ grade)
    System.out.print( "failed");
else
    System.out.print( "passed");
```
- 5) 

```
if (59 _____ grade)
    System.out.print( "failed");
else
    System.out.print( "passed");
```
- 6) 

```
if (!(grade _____ 59))
    System.out.print( "failed");
else
    System.out.print( "passed");
```
- 7) 

```
if (!(grade _____ 60))
    System.out.print( "failed");
else
    System.out.print( "passed");
```