

Write If or If ElseIf statements that reflect the logic below. You can assume as a precondition that the variable num is an integer greater than 3 for all exercises below.

1. If the variable num is an **even number**, the If statement must display "True" in a message box
If (num Mod _____ = _____) Then

End If
2. If the variable num is an **odd number**, display "True" in a message box.
3. If the variable num is **evenly divisible by 3**, display "True" in a message box.
4. If the variable num is a **multiple of 3**, display "True" in a message box.
5. If the variable num is a **factor of 24**, display "True" in a message box.
6. If num is a **multiple of 3 and it is not a multiple of 24**, display "True" in a message box.
7. If the variables side1, side2, and side3 are equal, the If ElseIf statement must display "equilateral" in a message box. If **exactly** two out of three of those variables are equal, the If ElseIf statement must display "isosceles" in a message box. **Otherwise**, the statement must display "scalene" in a message box.