

1. Write one `If` statement that displays “passed” in `lblResult` if the variable `intGrade` is greater than 6. Otherwise “failed” should be displayed there.
2. Write one efficient `If` statement that displays “A” in `lblResult` if the variable `intGrade` is greater than or equal to 90. If `intGrade` is less than 90 but greater than or equal to 80, display “B” in the label. If `intGrade` is less than 80, display “C or less” in the label.
3. Write an `If` statement that displays “even” in `lblResult` if the variable `intNum` is an even number. The same `If` statement should display “odd” in `lblResult` if the variable `intNum` is an odd number. You can assume as a precondition that `intNum` is greater than 2.
4. Write an `If` statement that displays “equilateral” in the label `lblResult` if the variables `intSide1`, `intSide2`, and `intSide3` are equal. If exactly two out of three of those variables are equal, display “isosceles” in the label. Otherwise, display “scalene” in the label.