

# Logic Puzzle

Betty, Jean and Kay had no instructions for programming Eniac. They had to use their knowledge of math and logic to make the computer solve complicated problems. One type of logic computer programmers regularly use is the Conditional Statement or "If ... then..."

You can solve your own Conditional Statement puzzle by filling in the boxes that match the conditions. For example,

If 3 then 8. - Find the 3rd row on the left and follow it to the 8th column. Color in the box where 3 and 8 meet.

Fill in all the boxes that match the conditional statements and discover the picture that appears!

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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If 3 then 9. If 3 then 11. If 3 then 12.

If 4 then 7. If 4 then 10. If 4 then 13.

If 5 then 7. If 5 then 13.

If 6 then 7. If 6 then 13.

If 7 then 7. If 7 then 13.

If 8 then 4. If 8 then 5. If 8 then 6. If 8 then 8. If 8 then 12. If 8 then 14. If 8 then 15. If 8 then 16.

If 9 then 3. If 9 then 6. If 9 then 9. If 9 then 10. If 9 then 11. If 9 then 13. If 9 then 17.

If 10 then 3. If 10 then 7. If 10 then 8. If 10 then 9. If 10 then 10. If 10 then 11. If 10 then 12. If 10 then 13. If 10 then 17.

If 11 then 4. If 11 then 9. If 11 then 10. If 11 then 11. If 11 then 12. If 11 then 16.

If 12 then 3. If 12 then 8. If 12 then 10. If 12 then 12. If 12 then 17.

If 13 then 3. If 13 then 7. If 13 then 10. If 13 then 13. If 13 then 17.

If 14 then 4. If 14 then 5. If 14 then 6. If 14 then 10. If 14 then 14. If 14 then 15. If 14 then 16.

If 15 then 9. If 15 then 10.

If 16 then 8. If 16 then 9.