

1. Write an `If` statement that displays “even” in a message box if the variable `intNum` is an even number. The same `If` statement should display “odd” in a message box if the variable `intNum` is an odd number. You can assume as a precondition that `intNum` is greater than 2.
2. Write an `If` statement that displays "multiple of 3" in a message box if the variable `intNum` is a multiple of 3. You can assume as a precondition that `intNum` is greater than 3.
3. Write an `If` statement that displays "yes" in a message box if the variable `intNum` is a multiple of 3 but it is not a factor of 24. You can assume as a precondition that `intNum` is greater than 3.
4. Write an `If ElseIf` statement that displays “equilateral” in a message box if the variables `intSide1`, `intSide2`, and `intSide3` are equal. If exactly two out of three of those variables are equal, the `If` statement must display “isosceles” in a message box. Otherwise, display “scalene” in a message box.