

3. Week no. 3

Learning goals: Implement simple algorithms using flow control and loops.

1. Write a program that reads-in a numerical mark and shows its textual value on the terminal.
2. Write a program that reads-in a numerical value and visualizes whether the value is odd or even.
3. Write a program that visualizes which one of two input numbers is the larger one. Extend the program to work for three numbers.
4. Write a small calculator, i.e., a program that accepts three parameters: two numbers and a symbol. If the symbol is a + the values are added, if it is a - the values are subtracted, likewise *, /, and ^ (exponential).
5. Write a program that computes the mean value of a series of numbers given by the user. Think about a method how to determine that the user wants the program to stop accepting numbers.