

Programming Exam

(09/10 de noviembre de 2017)

Lastname(s): _____ Name: _____

D.N.I: _____ Signatura: _____

This sheet must be returned once the exam has finished.

1. (4 points) Write a program that computes, given a series of positive integer numbers as terminal input, how many of the numbers are even and how many of them are odd. As the amount of numbers is unknown beforehand, the input is terminated with an empty input or with a negative integer number. As final output the result should be presented.

The name of your file should be: Lastname1_Lastname2_Name_Pr1_Sx.py. For example, Gomez_Perez_Juana_Pr1_S1.py (don't use letters with accents). The code Sx indicates your group.

Once finished you must upload your file to FaiTIC within the directory Prueba_Noviembre.

2. (6 points) Write a small program that may serve as an educational game to train mathematical skills. The program should work as follows:
 - The program shows ten (10) simple sums of two random numbers in the range of 0 to 10 (both included), for instance: $3+7=$.
 - The player should introduce his or her solution and the system should verify whether the input is correct, in which case "Great!" should be printed. In the case the user input is incorrect, the system should write come on . . . you can do better! and show the correct answer.
 - After the ten rounds, the program stops and shows the percentage of correct answers.

The name of your file should be: Lastname1_Lastname2_Name_Pr2_Sx.py. For example, Gomez_Perez_Juana_Pr2_S1.py (don't use letters with accents). The code Sx indicates your group.

Once finished you must upload your file to FaiTIC within the directory Prueba_Noviembre.