

CS118 Exercises

Loops 2

1. Write a program that will ask the user to provide an odd integer greater than 20. Print out the value, provided it meets the desired criteria; otherwise, print an error message.
2. Create a copy of #1 and modify it so that if the user provides an unacceptable value, it requires the user to re-enter the value, but only once. If the value is still no good, print an error message; otherwise, print out the value provided.
3. Create a copy of #1 and modify it so that if the user provides an unacceptable value, it requires the user to re-enter the value until it meets the desired criteria.
4. Create a copy of #3 and modify it so that it permits the user to re-enter the value only if the value is less than or equal to 20 – the user should reenter until the value is greater than 20. If the value is greater than 20 (but is even) then print an error message.
5. Write a program that hardcodes a user ID (integer) and a password (string) into the variables `userID` and `PW`, respectively. Ask the user for a user ID and password. If either the user ID or password provided by the user is incorrect, inform the user that ONE of them is incorrect but do not tell which one. Allow them to reenter until both are correct. (Strings can be compared just like integers. But remember to surround constant strings with quotes.)
6. Create a copy of #5 and modify it so that the user is only permitted three opportunities to get both correct – both values must be resubmitted each time. Print an error message if the user fails to get them both correct in three attempts.
7. Create a copy of #6 and modify it so that the user gets three attempts at the user ID and three attempts at the password. Ask the user to provide only the value that is not correct, up to three times.