

1. قم بعمل برنامج يحاكي ال interpreter ويتفاعل مع المستخدم بالطريقة التالية

1. إذا أدخل المستخدم سطر ما يقوم بطباعته
2. عند كتابة المستخدم done ينهي البرنامج
3. إذا ضغط المستخدم على Enter يتجاهل السطر
4. عند بداية السطر ب # يتجاهل السطر
5. عند نهاية البرنامج يقوم بطباعة Done

Make a program that imitate the interpreter as it always asks the user for input and do the following:

1. When the user enters a line, it is printed.
2. When the user enters done, the program stops.

{//}

3. When the user presses the Enter key, it ignores the line.
4. When the user starts a line with #, it ignores the line.
5. When the program stops, it prints done.

```
> codezilla
codezilla
>
> gouda
gouda
> islam
islam
>
>
> done
Done!
```

{codezi//a}

{//}

2. قم بعمل برنامج يتفاعل مع المستخدم بالطريقة التالية حيث يتوقع المستخدم رقم عشوائي بين 1 و 100

Make guessing the number game like the following, allowing the user to guess a random number between 1 and 100.

```
Guess the number: 44
Too high, try again
Guess the number: 35
Too low, try again
Guess the number: 37
Too low, try again
Guess the number: 39
Too low, try again
Guess the number: 41
You guessed the number in 5 attempts
```

{codezi//a}

{//}

3. قم بعمل برنامج يطبع أول رقم من مضاعفات الرقم 7 في القائمة التالية

Make a program that prints the first multiple of 7 in the following list.

```
# find the first multiple of 7 in a list of numbers  
numbers = [953, 776, 532, 665, 973, 683, 484, 499, 741, 980]
```

{codezi//a}

{//}

4. قم بعمل برنامج يحسب متوسط الدرجات التي سيدخلها الطالب
حيث يتفاعل معه بالطريقة التالية

Make a program that calculate the average score of a student and interact like the following.

```
Enter a score (or type 'done' to exit): 77
Enter a score (or type 'done' to exit): 89
Enter a score (or type 'done' to exit): 94
Enter a score (or type 'done' to exit): 64
Enter a score (or type 'done' to exit): 85
Enter a score (or type 'done' to exit): 76
Enter a score (or type 'done' to exit):
The average of the scores is: 80.83
```

{codezi//a}

5. قم بعمل برنامج للمتاجر كما في فيديو هذا الدرس، ولكن مع جعله يقوم بطباعة السعر الإجمالي لكل قطعة تم شراؤها مرتبة تنازليا من الأعلى سعرا قبل طباعة اجمالي الطلب كالتالي

Make a store program like the one in the lesson video, with an extra print statement, before the total order coset, showing the total cost for each item in the list in descending order like the following.

```
{//}
```

```
Enter product name: Panadol
Enter quantity: 3
Enter price: 55
-----
Product: Panadol
Quantity: 3
Price: 55.0
-----
Total item cost: 165.0
-----
Enter product name: Telefast
Enter quantity: 4
Enter price: 72
-----
Product: Telefast
Quantity: 4
Price: 72.0
-----
Total item cost: 288.0
-----
Enter product name:
Thank you for shopping with Codezilla. Have a great day!
Prices in descending order:
Price 1: 288.0
Price 2: 165.0
-----
Total cost: 453.0
```

{codezi//a}

6. قم بعمل برنامج ATM حيث يتيح للمستخدم الخيارات التالية،
ويمكنك وضع رصيد مبدئي بالمبلغ الذي تريد

Make a Simple ATM program like the following.

```
Welcome to the ATM. Please select an option:
1. Check balance
2. Withdraw
3. Deposit
4. Exit

Enter option number: 1
Your balance is: $1000
Welcome to the ATM. Please select an option:
1. Check balance
2. Withdraw
3. Deposit
4. Exit

Enter option number: 2
Enter withdraw amount: 1500
Insufficient balance.
Welcome to the ATM. Please select an option:
1. Check balance
2. Withdraw
3. Deposit
4. Exit

Enter option number: 2
Enter withdraw amount: 600
Withdrawal successful. Your new balance is: $400
```


{//}

```
Enter option number: 2
Enter withdraw amount: 600
Withdrawal successful. Your new balance is: $400
Welcome to the ATM. Please select an option:
1. Check balance
2. Withdraw
3. Deposit
4. Exit

Enter option number: 3
Enter deposit amount: 1500
Deposit successful. Your new balance is: $1900
Welcome to the ATM. Please select an option:
1. Check balance
2. Withdraw
3. Deposit
4. Exit

Enter option number: 4
Thank you for using the ATM. Have a great day!
```

{codezi//a}