Exercises

1. Guess the number

Extend the program with the following feature(s):

- For every guess, give the user feedback (too high, too low)
- When the user guesses correct, tell the user how many guesses it took to get the correct answer
- Make it possible to choose the range for the guess when you start the game - **playGuessTheNumber(n, m)**
- When the user guesses correct, ask the user if they want to play again and restart the game if necessary

2. Conversion

Create a program that allows you to convert between celcius (C) and fahrenheit (F)

- Ask the user for input (f.ex: "37C" or "104F")
- Convert to the opposite format
- Display the value to the user

3. Conversion

Create a program that allows you to convert between meters (m) and feet (ft)

- Ask the user for input (f.ex: "200m" or "333ft")
- Convert to the opposite format
- Display the value to the user

4. Conversion

Create a program that allows you to convert between currencies (NOK, DKK, SEK)

- Ask the user to input the amount and "from" currency (ex: 300NOK)
- Ask the user to input the "to" currency (ex: DKK)
- Convert to the requested currency
- Display the value to the user