```python
import random

moisture = random.randint(25, 40)


def sample():
    global moisture
    moisture = moisture - random.randint(1, 5)
    return moisture
```

```python
from soil import sample


def main():
    moisture = sample()
    print(f"Moisture is {moisture}%")


main()
```

```python
from soil import sample


def main():
    moisture = sample()
    print(f"Moisture is {moisture}%")

    while moisture > 20:
        moisture = sample()
        print(f"Moisture is {moisture}%")

    print("Time to water!")


main()
```

```python
from soil import sample


def main():
    moisture = sample()
    days = 0
    print(f"Day {days}: Moisture is {moisture}%.")

    while moisture > 20:
        moisture = sample()
        days += 1
        print(f"Day {days}: Moisture is {moisture}%.")

    print("Time to water!")


main()
```