Looping Activities

1. Write a program to play a number guessing game with the user.

* Store an integer number.
* Ask the user to guess the number.
* If they guess correctly, tell them they’ve won, and stop the program.
* If they don’t guess correctly, tell them to guess again.
* You could add logic to give hints such as higher/lower or warmer/cooler, store and display the number of guesses, or other things to make it more interesting.

2. Count from 1 to 100 sheep using a for or while loop. Each time you go through the loop you must print out how many sheep jump over the fence. Once you finish counting to 100 sheep, print out some sort of goodnight or falling asleep message and stop looping.

3. Write a program that prints the numbers from 1 to 100. If the number is divisible by 3, print "Fizz" instead of the number. If the number is divisible by 5, print "Buzz" instead of the number. If the number is divisible by 3 and 5, print "FizzBuzz" instead of the number.

Example:

1

2

Fizz

4

Buzz

Fizz

7

8

Fizz

Buzz

11

Fizz

13

14

FizzBuzz