C# Programming: Practical 11

**Question 1**: Write a Program using a DO-WHILE Loop that will display the numbers 1 to 10 on screen.

[10 Minutes]

**Question 2**: Write a Program using a DO-WHILE Loop that will display the following on screen:

10

9

8

7

6

5

4

3

2

1

BLASTOFF!!!

[10 Minutes]

**Question 3**: Write a Program using a DO-WHILE Loop that will calculate and display the sum of all numbers between 1 and 10.

[15 Minutes]

**Question 4**: Write a Program using a DO-WHILE Loop that will calculate and display the sum of all numbers between 1 and *N*, where *N* is specified by the user at runtime. If *N* is less than 1, an appropriate error message should be displayed on screen.

[20 Minutes]

**Question 5**: Write a Program using a DO-WHILE Loop that will ask the user to enter a positive integer Value. While the Value entered is negative, the Program should continuously ask the user to enter a positive Value.

[20 Minutes]

**Question 6**: Write a Program using a DO-WHILE Loop that will continually add an amount entered by the user to the Variable totalSum until the Value of totalSum is greater than or equal to 1000. The Program should then display the Value of totalSum on screen.

[20 Minutes]

**Question 7**: Write a Program using a DO-WHILE Loop that will ask the user to enter a student’s result in a subject, *e.g. 99*. If the result entered for the subject is invalid, *i.e. < 0 or > 100*, the Program should repeatedly ask the user to re-enter the result until a valid result is entered.

Once a valid result has been entered, the result should then be displayed on screen.

[20 Minutes]

**Question 8**: Write a Program that will ask the user to enter the age of 10 people (use a DO-WHILE Loop to achieve this).

Once all ages have been inputted by the user, the Program should then display the average of the 10 ages entered.

AVERAGE = SUM\_OF\_ALL\_AGES / 10

[20 Minutes]

**Question 9**: Write a Program using a SWITCH and DO-WHILE Statement that will repeatedly display the following menu on screen until the user enters the number 3.

\*\*\*MAIN MENU\*\*\*

1. Option 1
2. Option 2
3. Quit

* If the user enters 1, the Program should display ‘Option 1 Chosen…’ on screen.
  + The Program should then redisplay the above menu.
* If the user enters 2, the Program should display ‘Option 2 Chosen…’ on screen.
  + The Program should then redisplay the above menu.
* If the user enters 3, the Program should display ‘Quitting…’on screen, and then end.
* If the user enters any other option, the Program should display ‘Invalid Option Chosen…’ on screen.
  + The Program should then redisplay the above menu.

[30 Minutes]