Course 2 Unit 3 Exercise 10: While Loops

Although this exercise isn't worth any points, it gives you valuable programming experience. You're almost definitely going to have to complete the exercises to succeed in the course.

Getting Started - Clone your repository

1. Click on the appropriate link then accept the assignment to create your repository for submitting your work:
    a. Gallant AM: https://classroom.github.com/a/ZD6A0edZ
    b. Gallant PM: https://classroom.github.com/a/y55yA_fU
    c. Nunn AM: https://classroom.github.com/a/JhbpqjR2
    d. Nunn PM: https://classroom.github.com/a/lcLTCIQQ
    e. Wijaya AM: https://classroom.github.com/a/AP3PvenZ
    f. Wijaya PM: https://classroom.github.com/a/n-PbkcV1
2. In GitHub Desktop, clone the repository you just created to your desktop. Remember to commit as you complete the problems.

Problem 1 - Create and use a menu using a while loop

a. Create a new Console Application project named Exercise10. Save the project in the repository directory you just created on your computer.
b. Create a menu of choices for your user. It should look like the following:

```
**************
Menu:
1 - New Game
2 - Load Game
3 - Options
4 - Quit
**************
```

3. You should then prompt for and read in the user's choice as an integer.
4. Your application should print an appropriate response confirming their choice, such as:

```
Loading game ...
```

5. If the user selects 4, you should stop the while loop and exit the application when the user presses enter.
6. Commit your changes in GitHub Desktop with a meaningful message.

Problem 2 - Implement input validation

1. Add a while loop that validates the user's input value before printing the appropriate message or quits the game.
    a. Although you could include this validation in your if statement and your outer while loop, use a while loop for this to get more practice with while loops.

Problem 3 – Refactor

1. Now that you've practiced using another while loop, delete the while loop from the previous problem and use your if statement and the outer while loop to implement the input validation.

Submit your work

1. Do a final test of your code, then copy the terminal output (ctrl-A to select all, ctrl-C to copy to clipboard).
2. In GitHub Desktop, commit your changes with the message: “Ready for grading”.
3. Push your changes to the remote.
    a. By committing and pushing your updates to GitHub you have submitted your assignment on GitHub Classroom.
    b. If auto-grading is enabled, this will also check your code and provide automatic feedback on your code.
4. Return to CodeHS and paste the output into the code window.