

## Exercises about variables

- Solve them in Visual Studio or use <https://dotnetfiddle.net/>.

### Exercise 02.01: Taxes and discount

- There is a fixed percentage of reduction given to clients of 7%.
- There is also a fixed percentage of 21% taxes.
- Ask thru the console a name.
  - E.g., Vincent
- Ask thru the console an amount (no decimals).
  - E.g., 1000
- First, subtract the discount of it (7%) (decimals possible).
- Then, add the taxes to it (21%) (decimals possible).
- Show this message on the console.
  - Hello Vincent, your amount was 1000.
- On the next line.
  - You need to pay xxx. (The result of your calculation)
- Show the result (no formatting at all).
- After you have a good result.
  - Show the result rounded to 2 decimals.



Tip 1:

`YourVariable.ToString("F2")`

*F2 means floating with 2 decimals.*

Tip 2:

`"You need to pay {0:F2}", yourResultOfTheCalculation`

*F2 means floating with 2 decimals.*

### Notes

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## Exercise 02.02: Christmas tree (Jingle bells)

- Ask thru the console a number (no decimals).
  - That number must be between 0 and 21 (borders not included).
  - E.g., 11.
- As long as the number is not correct, ask it again.
  - When the number is lower than 1.
  - When the number is higher than 20.
  - When the number is not a number. E.g. “abc”.
- Then you loop from 0 till the given number (A counter in a loop).
  - Show on the console this:
    - A “\*” – A number of spaces – A “\*”.
    - The number of spaces is the value of the counter in the loop.
- At the end, when another key is entered on the keyboard, the application stops.

### An example

#### Given number

- 10 → Loop from 0 till 10.

#### Result

```
**  
* *  
* * *  
* * * *  
* * * * *  
* * * * * *  
* * * * * * *  
* * * * * * * *  
* * * * * * * * *  
* * * * * * * * * *
```

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### *Exercise 02.03: More jingle with the bells*

- The same exercise as 02.02.
- You also ask for 2 characters:
  - First character to start and stop with.
  - Second character to put in between.
- The first character cannot be a space.
  - If it is, it must be re-asked after showing a nice error message.
- The second character cannot be a space.
  - If it is, it must be re-asked after showing a nice error message.
- The second character must be different than the first character.
  - If it is the same, it must be re-asked after showing a nice error message.

#### **Given number**

- 10 → Loop from 0 till 10.

#### **Given first character**

- +

#### **Given second character**

- O

#### **Result**

```
++  
+O+  
+OO+  
+OOO+  
+OOOO+  
+OOOOO+  
+OOOOOO+  
+OOOOOOO+  
+OOOOOOOO+  
+OOOOOOOOO+
```

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### Exercise 02.04: Fibonacci Sequence (a famous one)

- Ask thru the console a number (no decimals).
  - That number can be very big.
- As long as the number is not correct, ask it again.
  - When the number is not a number.
  - Show a nice error message.
- We show numbers on the console (Fibonacci Sequence).
  - We start with 0.
  - We continue with 1.
  - All the next numbers are the sum of the last 2 put on the screen.
    - 1 → 2 → 3 → 5 → 8 → 13 → ... → 196418 → ...
- You stop the loop, when the last shown number in the Fibonacci Sequence is larger than the asked number.

#### Given number

- 250.

#### Result

```
0  
1  
1  
2  
3  
5  
8  
13  
21  
34  
55  
89  
144  
233  
377
```

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### *Exercise 02.05: This counts as a discount*

- Ask for an age.
  - As long as the number is not correct, ask it again.
    - When the number is not a number.
    - Show a nice error message.
- Ask for a rating.
  - The letters "A", "B" and "C" are correct.
    - As long as the rating is not correct, ask it again.
    - When the letter is not "A", "B" or "C".
    - Show a nice error message.
  - Tip: Console.ReadKey() returns a character.
- In the movie theater you have a discount when these conditions apply.
  - You are younger than 13 with rating "A".
  - You are older than 64 with rating "A".
- Show on the screen if you have a discount or not.

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### Exercise 02.06: And or Or, And and Or, Code d'or

- You are a person that likes to eat chocolate. But not all flavours.
- Ask for the flavour of chocolate.
  - Correct options are:
    - Dark.
    - Brown.
    - White.
  - All of them independent of the case.
  - Dark is correct, DARK also, even DaRk is correct.
  - Use the ToLower() method on a text variable to do this.
- Ask for the extra in the chocolate.
  - Correct options are:
    - No extra.
    - Nuts.
    - Praliné.
  - All of them independent of the case.
  - Nuts is correct, NUTS also, even nUtS is correct.
- These are the situations, you like the chocolate.
  - All flavors, with no extra in it.
  - Dark, with nuts.
- All other situations, you don't like it.

### Your task

- Show on the screen, after the input of the options.
  - The text "I like it", if you like it.
  - If not, the text "No thanks".

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