Create a project called Daily6. Add a C source file to the project named daily6.c. Write a program that will create an integer variable named number and will prompt and allow the user to enter a positive integer value (e.g. greater than zero). If that value is even (evenly divisible by 2) then divide it by 2, store the result back in the variable number, and display the result. If the value entered is odd then multiply it by 3 and add 1, store the result back in the variable number, and display the result.

Your output should look something like the following:

```
Please enter a positive integer: 3
The next value of the number is: 10
Press any key to continue . . .
```