

## Introduction to Programming

### Workshop 2: Conditionals

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In this workshop you will practice the use of conditionals.

Follow the instructions given to complete small programming tasks.

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#### 2.1 Task 1: Largest Number v.0.1

Create a simple program in which the user is asked to give two numbers and then your program prints out which one of them is largest.

```
This program can find the largest of two
numbers you enter from the keyboard.
Please, enter two numbers separated
with single space characters : 4 1

The largest number is 4.
```

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#### 2.2 Task 2: Largest Number v.0.2

Extend the program from previous task to ask for three numbers.

```
This program can find the largest of three
numbers you enter from the keyboard.
Please, enter three numbers separated
with single space characters : 3 1 2

The largest number is 3.
```

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#### 2.3 Task 3: Even or Odd

Write a simple program to figure out whether a given number is even or odd.

*Hint! You can use modulo (%) to achieve this.*

```
This program can find out whether a number
is even or odd. Please, give a number: 100

100 is even.
```

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#### 2.4 Task 4: Yes or No

Write a simple program that asks user a simple yes or no question and prints out a corresponding message. Remember to also handle invalid input.

```
Are you younger than 18?
Please, answer Y or N : n

You are grown up

PS C:\Github\opintojaksot\in
Are you younger than 18?
Please, answer Y or N : g

g is not a valid input.
```

## 2.5 Task 5: Logical Operators

Write a simple program that asks user for three numbers and create the following logic:

```
Please, enter three numbers separated
with single space characters : 1 2 3
You entered three different numbers
You entered the magic number 2!
```

- If all three numbers are equal print out "You entered three matching numbers".
- If all three numbers are different print out "You entered three different numbers".
- If first two are the same, but the third one is different, print out "Third one doesn't fit".
- If any of the numbers is 2, enter "You entered the magic number 2!".

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## 1.5 Task 5: Switch Menu

Create a program with a simple menu and following functionality:

1. Print hello
2. Print current date
3. End program

```
Please select what you want to do:
1 - Print out hello
2 - Print out current date & time
0 - Exit
2
Current date & time: Wed Sep 01 2021 14:07:25 GMT+0300 (Itä-Euroopan kesäaika)
```

Remember to check invalid input, too.

*Hint! Use `switch` for this.*