Exercise 1

Challenge: Write a program that takes a number representing minutes as input. Output a general timeframe for the day:

0-600: "Early morning"

601-780: "Morning"

781-960: "Noon"

961-1140: "Afternoon"

1141-1320: "Evening"

1321-1439: "Night"

Any other value is invalid

Exercise 2

Challenge: Build a simple game where the user selects "rock," "paper," or "scissors," The computer randomly makes a choice. Determine the winner, but…

Twists:

Variation 1: Add "snake" and "water" for more complex logic.

Game Logic: Rock crushes Scissors. Scissors cuts Paper. Paper covers Rock. Rock crushes Snake. Snake drinks Water. Water rusts Rock. Scissors cut Snake. Snake poisons Paper. Water drowns Paper. Water rusts Scissors.

Variation 2: Make it so the computer's selection has unequal odds of each choice (e.g., the computer favors "rock").