Course: Introduction to Programming Using Python

Module 2. Loops. Part 6

Task 1

Print the multiplication table for the user-defined number. If the user typed in 7, the output should be as follows:

7 * 1 = 7
7 * 2 = 14
7 * 3 = 21
…

Task 2

Write a currency converter program. Implement a dialog with the user through a menu.

Task 3

The user types in the start and end points of the range and a number. If the number is not in the range, the program asks the user to re-enter the number, and so on until the user enters the number correctly. The program displays all numbers in the range, highlighting the number with exclamation marks. For instance: 1 2 3 !4! 5 6 7.

Task 4

Develop a game Guess the Number. The program chooses a number in the range from 1 to 500. The user tries to guess it. After each try, the program gives hints on whether the number is greater or less than the guessed number. In the end, the program displays statistics: how many tries it took to guess the number, how long it took. Provide an exit by entering 0 if the user is tired of guessing the number.