# CodeLab I (CCO4000-20)

#### Skills Portfolio 2

The Skills Portfolio presents a series of coding challenges that are designed to test each of the fundamental programming techniques introduced through the course of the CodeLab I module. This second test features the switch statement, loops and arrays. Make sure you read questions carefully before starting your solution, the marks available for each exercise are indicated. Some additional marks are available for the optional features.

#### Instructions

- · Create a new project for each exercise
- Ensure you save this project inside the exercises folder of your repository
- Once you have completed the exercises write a simple commit message in Github Desktop (e.g. "Exercises Completed")
- Finally push your solutions back to Github, do not forget this step. Code not pushed back to Github cannot be marked. Before you leave the room double check you work has successfully submitted.

## **Exercises**

### Exercise 1: Pizza Order Switch

Marks Available: 15

Write a program that outputs a users Pizza order using a SWITCH statement. The program should:

- · Ask the user to enter their first name
- Output the following menu to the user and accept their input

Welcome to the Pizza Shop. What would you like?

- Margherita
- 2) Pepperoni
- 3) Meat Feast
- 4) Veg Supreme
- Use a switch statement to evaluate the chosen option and print out the users name and pizza order via the respective cases, e.g. "Jake your Margherita pizza is on its way."
- The switch statement should provide appropriate feedback if the user inputs an out of range menu choice (e.g. 5, 6, 7, etc).

#### Additional Features (Optional)

Marks Available: 7

- Enhance the program so the user can input their full name.
- Implement appropriate error checking to prevent the user from entering letters

## Exercise 2: Would you like to continue

Marks Available: 10

Write a program that implements a while loop. This program should ask the user if they would like to continue and use the while loop to keep looping as long as they enter the letter Y. Use the pseudo-code below for reference.

```
PROGRAM START

charVariable = Y

WHILE charVariable is Y
    code you want to loop
END WHILE

output goodbye message

PROGRAM END
```

#### Additional Features (Optional)

• Allow for both upper and lowercase Y

## Exercise 3: Array In and Out

Marks Available: 15

Complete the following code so the user can enter 10 values into an array and have the program then output these values.