Part 1: Loop Refresher

Let's refresh some of your programing skills from previous days.

- Create a function named **numbers**
- Call the function and then print all even numbers between 2 and 100 (inclusive)

Part 2: Enhance

Did you know that your loop just ran 100 times, even though you only printed 50 numbers.

- Your task is to now get the operation to be 50% more efficient. That means it should iterate no more than 50 times while still producing the same result.

Part 2: Advanced: Un-Multiple (Optional)

Write a function that returns the total count of integers that are not multiples of either 6 or 15 between a range of 1 and 200.

Skill Level: **Intermediate**

DAY 11

It's finally time to learn the construct you will likely use the most in your programming career: Functions! In other programming languages these are called methods. Functions will help us build reusable code that can power entire applications.

— **Post a screenshot of your final code to the #missions channel**