

## 1- Vowel Counter

You are required to create a shell script that reads a sentence from the user and counts the number of vowels (a, e, i, o, u) you should treat uppercase vowel as lowercase ones. Display the count of each vowel at the end of the program.

## 2- File Management

You are required to design a simple management shell script that allows users to perform various operations within the current directory. The user should choose one of the following from a menu:

1. Create a New File:
  - Ask the user to enter the name of a new file.
  - Create the file in the directory.
2. Delete an Existing File:
  - Ask the user to enter the name of a file they want to delete.
  - Confirm the deletion with the user before removing the file.
3. List All Files in the Directory:
  - Display a list of all files in the directory.
4. Exit the Script:
  - Allow the user to exit the script.

Make sure that your shell script is user friendly:

- Include error handling for a non-existing directory/file.
- Provide appropriate feedback messages and exits status.
- The script should continuously present a menu to the user, allowing them to choose from the above options until they choose to exit.

## 3- Guess the number game

You are required to design a guessing game where the script takes a number from 1 to 100 as an argument, and asks the player to guess the number. The script should provide feedback on whether the guess is too high to enter another lower number, too low to enter a higher number, or correct, and continue until the player guesses correctly. The game ends if the user guesses the correct number and the script displays a winning message and the number attempts taken by the player to win.