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GO 1

package main

import (

"fmt"

)

func main() {

var menu\_choosen int

var keep\_loop bool = true

for keep\_loop {

fmt.Println("\nWelcome!")

fmt.Println("\n1. Print Hello World\n2. Math Ops\n3. Store and Save Data User\n4. Exit.")

fmt.Print("Type a number to select menu: ")

fmt.Scan(&menu\_choosen)

if menu\_choosen == 1 {

fmt.Println("\nHello World")

} else if menu\_choosen == 2 {

var math\_menu int

fmt.Println("\nSimple Calculator!")

fmt.Println("\nChoose your opration!\n1. Addtion\n2. Substraction\n3. Multiplication\n4. Division\n5. Back\n6. Exit.")

fmt.Print("Type a Number to choose Opration: ")

fmt.Scan(&math\_menu)

if math\_menu == 1 {

var num1, num2 = promptShare()

add := num1 + num2

fmt.Println("Result: ", add)

} else if math\_menu == 2 {

var num1, num2 = promptShare()

substract := num1 - num2

fmt.Println("Result: ", substract)

} else if math\_menu == 3 {

var num1, num2 = promptShare()

multiple := num1 \* num2

fmt.Println("Result: ", multiple)

} else if math\_menu == 4 {

var num1, num2 = promptShare()

divide := num1 / num2

fmt.Println("Result: ", divide)

} else if math\_menu == 6 {

break

} else if math\_menu == 5 {

continue

}

} else if menu\_choosen == 3 {

var favfood\_menu int

fmt.Println("\nFriend's Favorite Food!")

fmt.Println("\n1. Register friend's Name and Food\n2. Find Friend and their food\n3. Back\n4. Exit.")

fmt.Print("Choose what you want: ")

fmt.Scan(&favfood\_menu)

if favfood\_menu == 1 {

}

} else if menu\_choosen == 4 {

keep\_loop = false

}

}

}

func promptShare() (num1 int, num2 int) {

fmt.Print("Type your first number: ")

fmt.Scan(&num1)

fmt.Print("Type your second number: ")

fmt.Scan(&num2)

return num1, num2

}

*// func dataStored(name string, favorite\_food string) map[string]string{} {*

*// user := map[string]string{}*

*// user[name] = favorite\_food*

*// return user*

*// }*