

Exercise 4: Character reader**Pseudocode:**

Step 1. Prompt the user to enter a character from the keyboard.

Step 2. Read the entered character and store it in a variable.

Step 3. Check whether the entered character is an upper case letter, lower case letter, digit, or a special character.

- If it's an upper case letter, display that it's an upper case letter.
- If it's a lower case letter, display that it's a lower case letter.
- If it's a digit, display that it's a digit.
- If it's a special character, display that it's a special character.

Step 4. If the entered character is a letter, check if it's a vowel or consonant.

- If it's a vowel, display that it's a vowel.
- If it's a consonant, display that it's a consonant

