Vjezbe za uvod u PR1

Svi zadaci trebaju biti funkcije tako da mozes koristiti samo jedan CodeBlocks projekat. Svaka funkcija mora biti pozvana u *mainu* I moras ispisati ono sto vrati funkcija, tako da kada budem pregledamo imam sve na jednom mjestu sa svim ispisima. Ako se treba nesto unijeti u funkciju onda u finalnoj verziji koju cu ja pregledati sve funkcije pozovi sa *random* podacima (da ja ne moram nista unositi ☺)

Zadaci:

1. Write a program that allows the user to enter the grade scored in a programming class (0-100) the program needs to notify the user of their letter grade

    Scale : 0-59 F   60-69 D   70-79 C   80-89 B   90-100 A

    The program needs to accept one argument, the score and return a **letter.**

2. Uradi zadatak **2** iz *"Zadaci_za_samostalno_vjezbanje_1"*

3. Uradi zadatak **4** iz *"Zadaci_za_samostalno_vjezbanje_1"*

4. Uradi zadatak **5** iz *"Zadaci_za_samostalno_vjezbanje_1"*

5. Uradi zadatak **8** iz *"Zadaci_za_samostalno_vjezbanje_1"*

6. Uradi zadatak **12** iz *"Zadaci_za_samostalno_vjezbanje_1"*

7. Uradi zadatak **15** iz *"Zadaci_za_samostalno_vjezbanje_1"*

8. Write a program that presents the user a choice of 5 beverages (Coke, Water, Sprite.. Whatever). Then allow the user to choose a beverage by entering a number 1-5.
    Output which beverage they chose in the type (use *cout*). If the user input is not 1-5 the program needs to output "Error. Choice was not valid, here is your money back."
      - first make the program work with *if* statements then modify it to use a *switch* statement.
        (switch statement : *switch case*)

9. Write a program that calculates a random number 1 through 100. The program then asks the user to guess the number.
    If the user guesses too high or too low then the program should output "too high" or "too low" accordingly.
    The program must let the user continue to guess until the user correctly guesses the number.
    - modify the program to output how many guesses it took the user to correctly guess the right number.