1. Write a program that calculates the maximum of two given numbers.
2. Write a program that checks if a given number is odd.
3. Write a program that checks if a given number is a three digit long number.
4. Write a program that calculates an arithmetic mean of four numbers.
5. Write a program that draws a square of a given size. For example, if the size of square is 5 the program should draw:   
   \*\*\*\*\*  
   \* \*  
   \* \*  
   \* \*  
   \*\*\*\*\*
6. Write a program that draws a horizontal chart representing three given values. For example, if values are 5, 3, and 7, the program should draw:  
   \* \* \* \* \*  
   \* \* \*  
   \* \* \* \* \* \* \*
7. Write a program that calculates a number of digits of a given number.
8. Write a program that calculates a number of appearances of a given number in a given array.
9. Write a program that calculates the sum of odd elements of a given array.
10. Write a program that calculates the number of appearances of a letter *a* in a given string. Modify the program so it calculates the number of both letters *a* and *A*.
11. Write a program that concatenates a given string given number of times. For example, if “abc” and 4 are given values, the program prints out abcabcabcabc.