Assignment #3

You will write a program which will take input from the user for three things: #1) the hole number, #2) the par value for a hole and #3) the number of strokes the golfer took to complete the hole.

You will then generate the appropriate golfer slang for the hole using the table below:

Golfer strokes in relationship to par:
-5, Ostrich
-4, Condor
-3, Albatross
-2, Eagle
-1, Birdie
0, Even Par or Even or Par
+1, Bogey
+2, Double Bogey
+3, Triple Bogey
+4, 4 over par
+5, 5 over par, etc.

A person who has shot twice the value of par has:
X2, (double the par), Beagle

Actual number of strokes:
1, Hole in One of Ace
4, Sailboat
8, Snowman, Frosty
10, Bo Derek

Program execution examples:
>>>
Enter the hole number:1
Enter the par for the hole:4
Enter the number of strokes:4
On hole # 1 a par 4 you shot a Even Par, with a Sailboat.
>>>
Enter the hole number:2
Enter the par for the hole:3
Enter the number of strokes:1
On hole # 2 a par 3 you shot a Eagle, with a Hole in One!.
>>>
Enter the hole number:3
Enter the par for the hole:5
Enter the number of strokes:10
On hole # 3 a par 5 you shot a 5 Over Par, with a Bo Derek, a Beagle!.
>>>
Enter the hole number:4
Enter the par for the hole:5

Enter the number of strokes:6
On hole # 4 a par 5 you shot a Bogey.
>>>
Enter the hole number:5
Enter the par for the hole:4
Enter the number of strokes:3
On hole # 5 a par 4 you shot a Birdie.
>>>
Enter the hole number:6
Enter the par for the hole:4
Enter the number of strokes:9
On hole # 6 a par 4 you shot a 5 Over Par.
>>>