COMP 10280
Programming I (Conversion)

Practical Sheet 6
Thursday, 26 September 2019

For each of the following questions, write an algorithm in pseudocode first before writing a Python program. Submit your algorithms in psuedocode as well as your Python programs.
Only use the basic programming concepts that have been introduced in lectures.

1. Write a program that prompts the user for two numbers. If the sum of the numbers is greater than 100, print "That is a big number!" and terminate the program.

   Save this program as `p6p1.py`.

2. Write a program that prompts the user for three numbers (`ints`), examines the numbers and prints out the largest odd number among them. If none of them is odd, the program should print out a message to that effect. The program should then terminate.

   Save this program as `p6p2.py`.

3. Write a program that asks the user their name. If they enter your name, print "That is a cool name!" If they enter "Mickey Mouse" or "Spongebob Squarepants", tell them that you are not sure that that is their name. Otherwise, tell them "You have a nice name." The program should then terminate.

   Save this program as `p6p3.py`.

4. Write a password checking program to keep track of how many times a user has entered their password incorrectly. Store a password in your program. If the user enters the password incorrectly more than three times, print "You have been denied access." and terminate the program. If the password is correct, print "You have successfully logged in." and terminate the program.

   Save this program as `p6p4.py`.

5. Ask the user to enter a password. If the password is correct (ie it matches the password stored in the program), print "You have successfully logged in." and terminate the program. If the password is wrong print "Sorry, the password is wrong." and ask the user to enter the password three times. If the user enters the correct password three times, print "You have successfully logged in." and terminate the program; otherwise print "You have been denied access." and terminate the program.

   Save this program as `p6p5.py`.

Please upload your work to the Brightspace site before Sunday evening.

You should keep a copy of your programs for your portfolio.