Exercises: for loops

The even/odd reporter

Write a for loop that will iterate from 0 to 20. For each iteration, it will check if the current number is even or odd, and report that to the screen (e.g. "2 is even").

Multiplication Tables

Write a for loop that will iterate from 0 to 10. For each iteration of the for loop, it will multiply the number by 9 and log the result (e.g. "2 * 9 = 18").

Bonus: Use a nested for loop to show the tables for every multiplier from 1 to 10 (100 results total).

The Grade Assigner

Check the results of your `assignGrade` function from the if/else activity by logging every value from 60 to 100: your log should show "For 88, you got a B. For 89, you got a B. For 90, you got an A. For 91, you got an A.", etc., logging each grade point in the range.