**One or Two Outcomes – Day 2**  
**\*\*\*Save these programs in the appropriate folder\*\*\***

1. Write a program that asks the user for two numbers and adds 5 to the value of the *first number* if the value of *second number*is greater than 10.
2. Prepare a check for someone eating lunch in a restaurant. Have the user enter the cost of their meal. If the meal costs more than $4.00 then add an 8% sales tax to the total. Use a constant for the sales tax.
3. Write a program to test the user on the concept of the modulo operator.  Ask the user to enter two integer values (called num1 and num2 for now), and then ask them to determine the answer of num1 mod num2.  Congratulate them if they get it correct.  If they get the answer wrong, remind them of how modulo works, and tell them the correct answer in a nicely formatted way.
4. Ask the user to enter a positive integer greater than 0. Tell them if their number is even or odd. Remember that you can use the modulo operator to do this!
5. The Internet Café wants you to write a program to take orders from the Internet. Your program should ask for the item, its price, and if overnight shipping is wanted. Regular shipping for items under $10 is $2.00; for items $10 or more shipping is $3.00. For overnight delivery add $5.00.

***Sample Input:***

Enter the item:

**Tuna Salad**

Enter the price:

**4.50**

Overnight delivery (0==no, 1==yes)

**1**

***Sample Output:***

Invoice:

Tuna Salad 4.50

Shipping 7.00

Total 11.50