Learning Goals

1. Practice using for loops.
2. Combine loops with methods.

Business Goal

<u>Version 1</u>: The user will type in a number. You will produce a bar graph that many characters wide.

Here's a sample run.

```
Welcome to Bar Chart

number? 5
#####

Have a good day!
```

<u>Version 2</u>: Yay iterative design! In the second version, you will move the logic you wrote above into a function/method. It should take an input parameter of how wide to make the bar.

Then in your main(), you should set up a loop to take multiple numbers from the user. When they enter a number, call the method to produce a bar that wide. If the user enters zero for the number, the program exits.

Here's a sample run.

```
Welcome to Bar Chart

number? 5
#####
number? 8
########
number? 2
##
number? 1
#
number? 0

Have a good day!
```