# Exercises – conditions and loops

1. Define a variable successRate, and assign it a number from the random generator (0 to 0.999999). Print the number. If the number is higher than 0.5, print also "You won". You can get an inspiration here:  
   int score;  
   score = 13;  
   if (score > 10) {  
    System.out.println("Your score " + pocetBodu  
    + " is higher then 10. You qualify for the tournament.");  
   }
2. Assume a user has a bottle of an alcoholic drink. Create program to warn them if it is too strong.  
   Define a variable alcoholTest, and read percentage of alcohol from the user. If the number is higher than 15, print "This is a killer.". If the number is lower than 4, print "That is not even a beer. Drink as much as you want". Otherwise (the number is between 4 and 15) print "Drink responsibly".
3. Create a program, which will print number 10 to 1. Get inspiration from this example:  
   var fingerCount;  
   fingerCount = 0;  
   while (fingerCount < 5) {  
    System.out.println(fingerCount);  
    fingerCount = fingerCount + 1;  
   }
4. Create a program which will print the following (using a loop):  
   1. rabbit  
   2. rabbit  
   3. rabbit  
   4. rabbit
5. (Bonus) Write a program which will virtually roll the dice and will print the number. It will repeat it until it receives 6.