

## Exercise 1: Simple Type Coercion and Ternary Operator

**Objective:** Familiarize yourself with JavaScript's type coercion and ternary operators by creating a simple program that takes user input and displays formatted output.

**Tasks:**

1. Prompt the user to enter a number.
2. Coerce the input into a number if it's a string.
3. Use a ternary operator to check if the number is even or odd.
4. Display a message to the user that says whether the number is even or odd.

## Exercise 2: Advanced Conditional Logic with Switch Statements

**Objective:** Build a more complex program that simulates a basic menu system using Switch Statements and abuses conditional logic for additional control flow complexity.

**Tasks:**

1. Display a menu to the user with different options (e.g., "1. Add", "2. Subtract", "3. Multiply", "4. Divide").
2. Prompt the user to select an option from the menu.
3. Coerce the input into a number if it's a string.
4. Use a Switch Statement to handle different menu selections.
  - For arithmetic operations, prompt the user to enter two numbers, perform the chosen operation, and display the result.
  - Include a default case that handles invalid inputs.
5. Use Conditional Abuse to manage unexpected scenarios such as division by zero.
6. Offer the user the ability to exit or return to the main menu after an operation.