Kotlin Fundamentals: Day 3

1. Declare a variable for a coffee shop's name and print a welcome message like "Welcome to Starbuzz!" using string interpolation.
2. Write a program to store a customer's favorite coffee type in a variable and print it in all lowercase letters.
3. Declare a constant for the price of a latte and print a fun message about its cost.
4. Create a program to swap the values of two variables representing coffee cup sizes (e.g., "Small" and "Large").
5. Write a program to check if a coffee order number (stored in a variable) is even or odd and print a funny message.
6. Use a when expression to print a unique coffee recommendation based on a day number (1–7).
7. Write a program that loops through coffee prices from 1 to 10 dollars and prints only those divisible by 2.
8. Create a program that uses a for loop to print a countdown of coffee cups from 5 to 1 with a fun message.
9. Write a program to check if a customer’s age (stored in a variable) is eligible for a senior discount (60 or older).
10. Use a when expression to assign a coffee strength (Mild, Medium, Strong) based on a caffeine level (0–100).
11. Write a program that uses a while loop to simulate brewing coffee until the strength reaches 80, printing each step.
12. Create a program that checks if a coffee price is low, medium, or high using a when expression and prints a fun message.
13. Write a program to print a discount table for a coffee (e.g., 10% to 50%) using a for loop.
14. Use a when expression to categorize a coffee temperature (in Celsius) as "Too Cold", "Perfect", or "Too Hot".
15. Write a program that uses a do-while loop to count down coffee inventory from 10 to 1, printing stock updates.
16. Create a program that checks if a coffee order name (string variable) has at least 5 characters and prints a message.
17. Write a program that uses nested loops to print a 4x4 grid of coffee cups (represented by "☕").
18. Use a when expression to print a funny coffee shop tip based on a random number between 1 and 4.
19. Write a program that breaks out of a loop when the coffee order count reaches 5 and prints "Rush hour!" message.
20. Create a program that uses a continue statement to skip printing decaf coffee orders in a loop from 1 to 10.