1. Write a program "quiz" for the user. That is, your program will present the user with a quiz of arithmetic problems. Each "play" of the quiz will be 3 questions. The user will initially be presented with a short menu of options on difficulty level. It could look something like this:

DIFFICULTY LEVEL

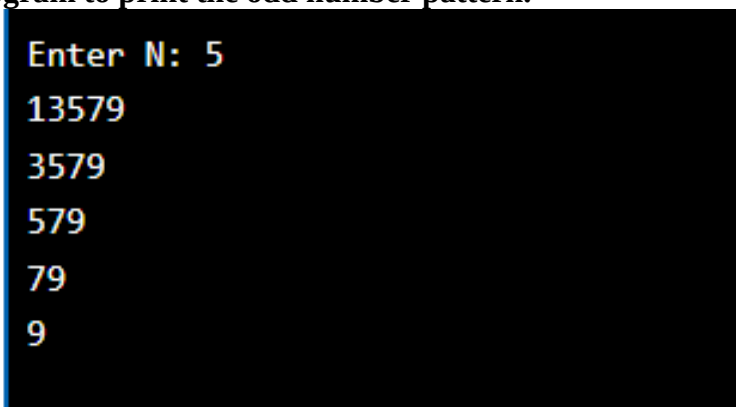
1. Easy
2. Moderate
3. Advanced

The difficulty levels determine the number of digits in the operands to be added or subtracted. Easy means only single digit numbers; moderate means double digit numbers; and advanced means 3-digit numbers. After the user picks the level they desire, your program presents problems that look like this:

45 + 9 = _
34 - 88 = _

But for each problem presented, the user is given a chance to answer. If the answer is correct, another problem is presented. If the answer is wrong, display any text. Once your program has moved on to the next problem, the correctness/incorrectness of the preceding problem is tallied. The number of correct and incorrect answer is to be presented at the termination of the quiz.

2. Write a shell program to print the odd number pattern.



3. Write a shell script that takes the value of single variable from the user. If the value is equal to **15** or **45** then the output will be "**You won the game**", otherwise the output will be "**You lost the game**".