

3407001022021

Basic Information Technologies

İsmail Hakkı Parlak

ismail.parlak@ibu.edu.tr

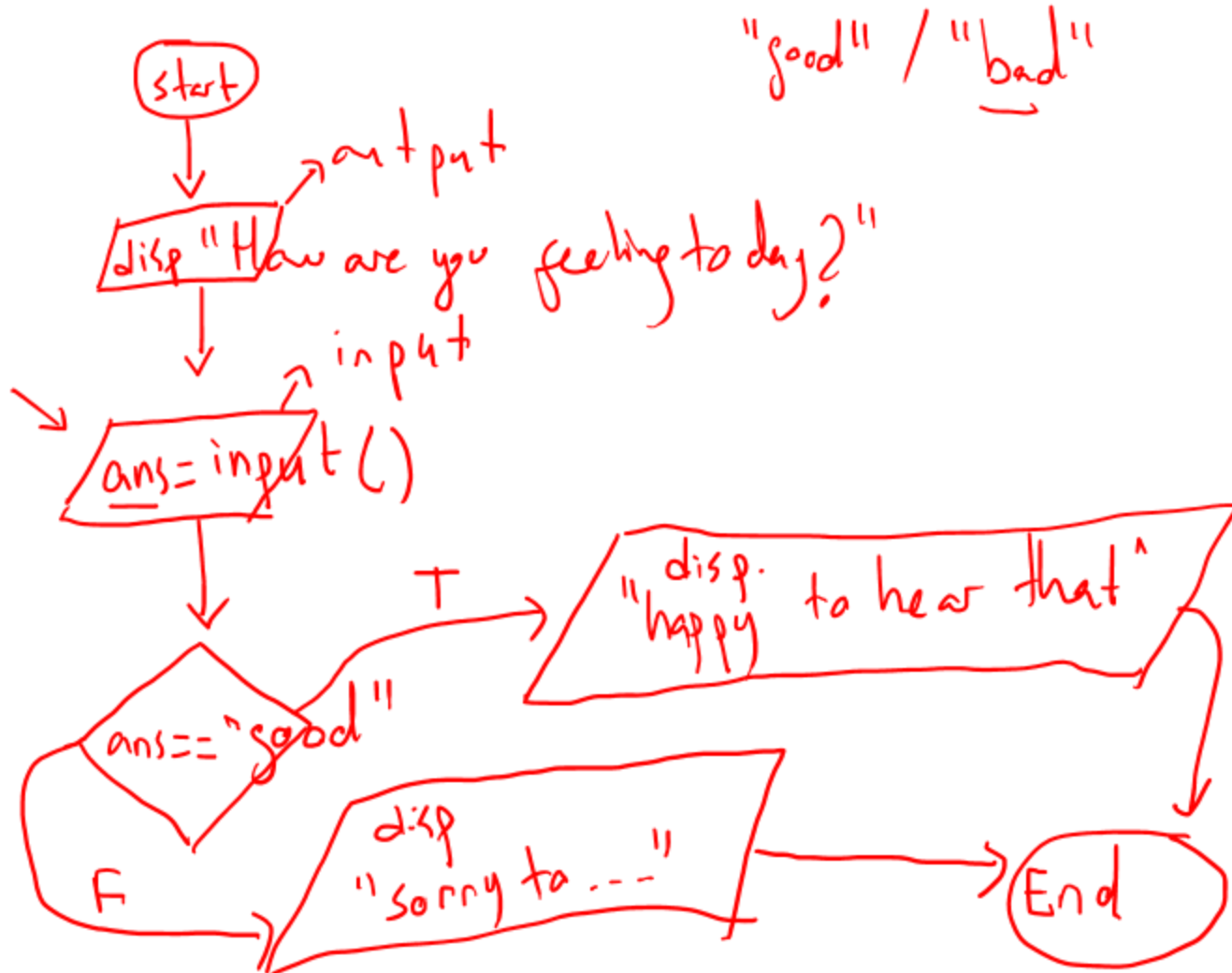
Room: 335

https://github.com/ihpar/bit_chem

Exercise 1

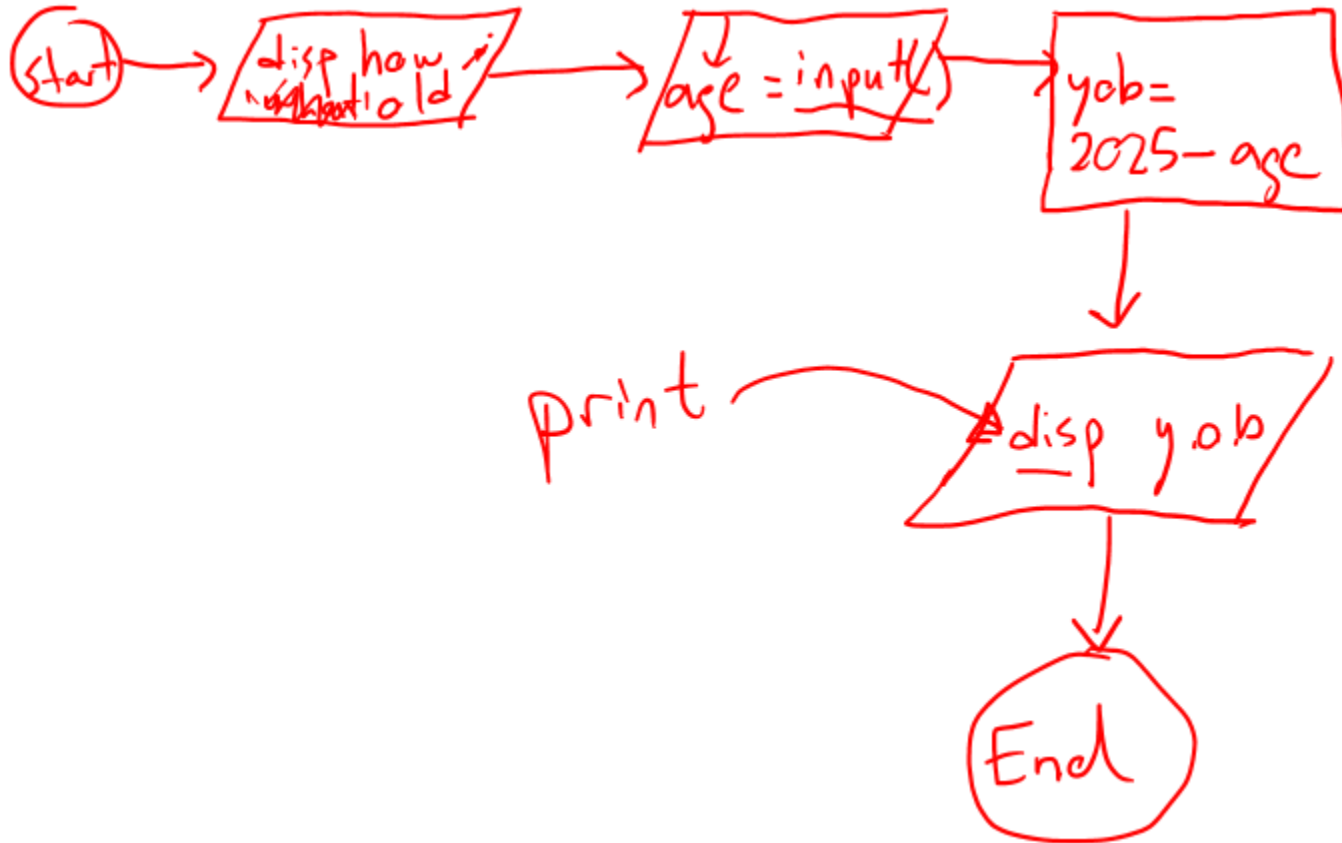


- Ask the user how they are feeling. Respond with an appropriate message.



Exercise 2

- Ask the user their age. Display their year of birth.

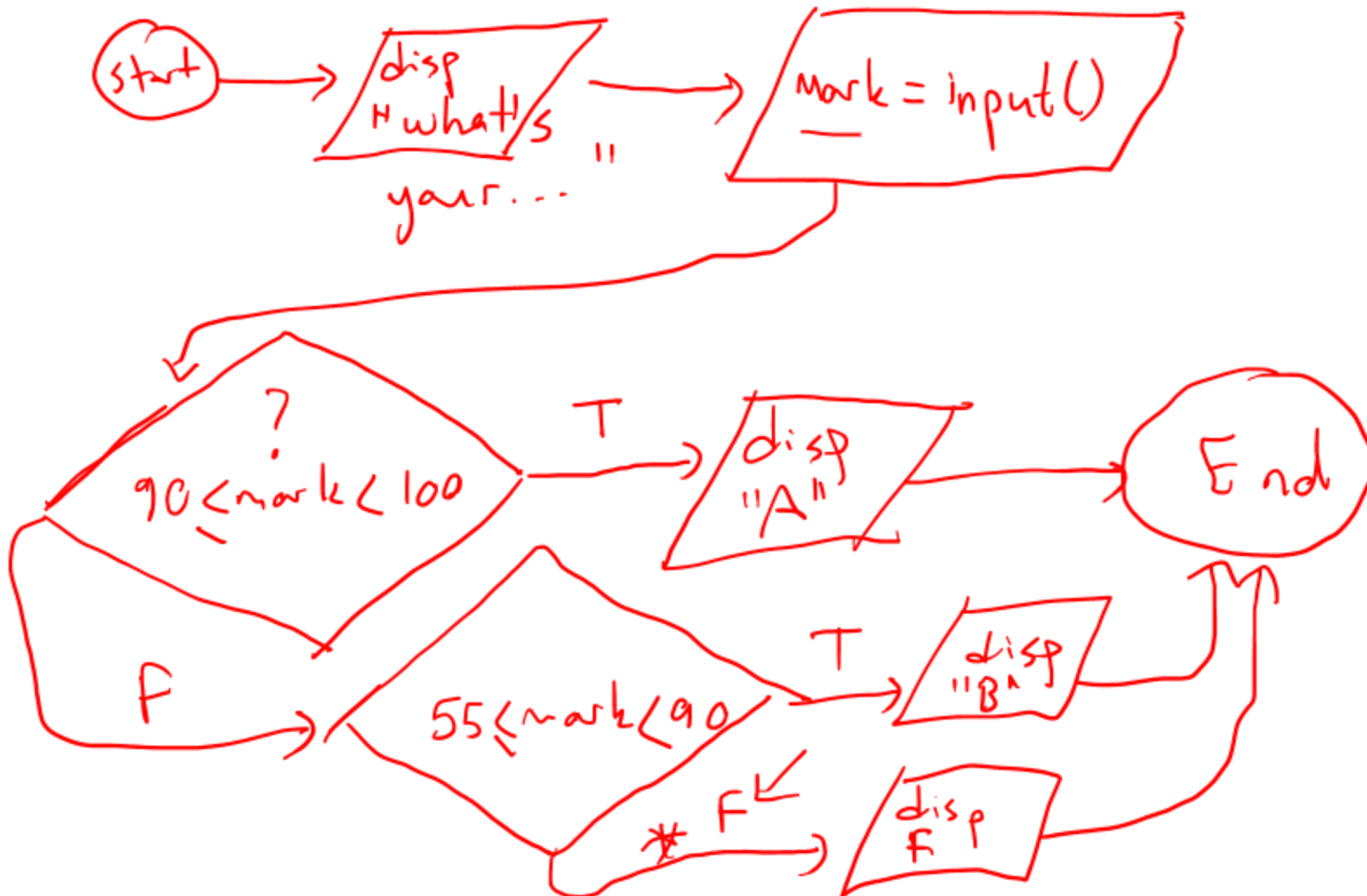


Exercise 3

90 → A
70 →

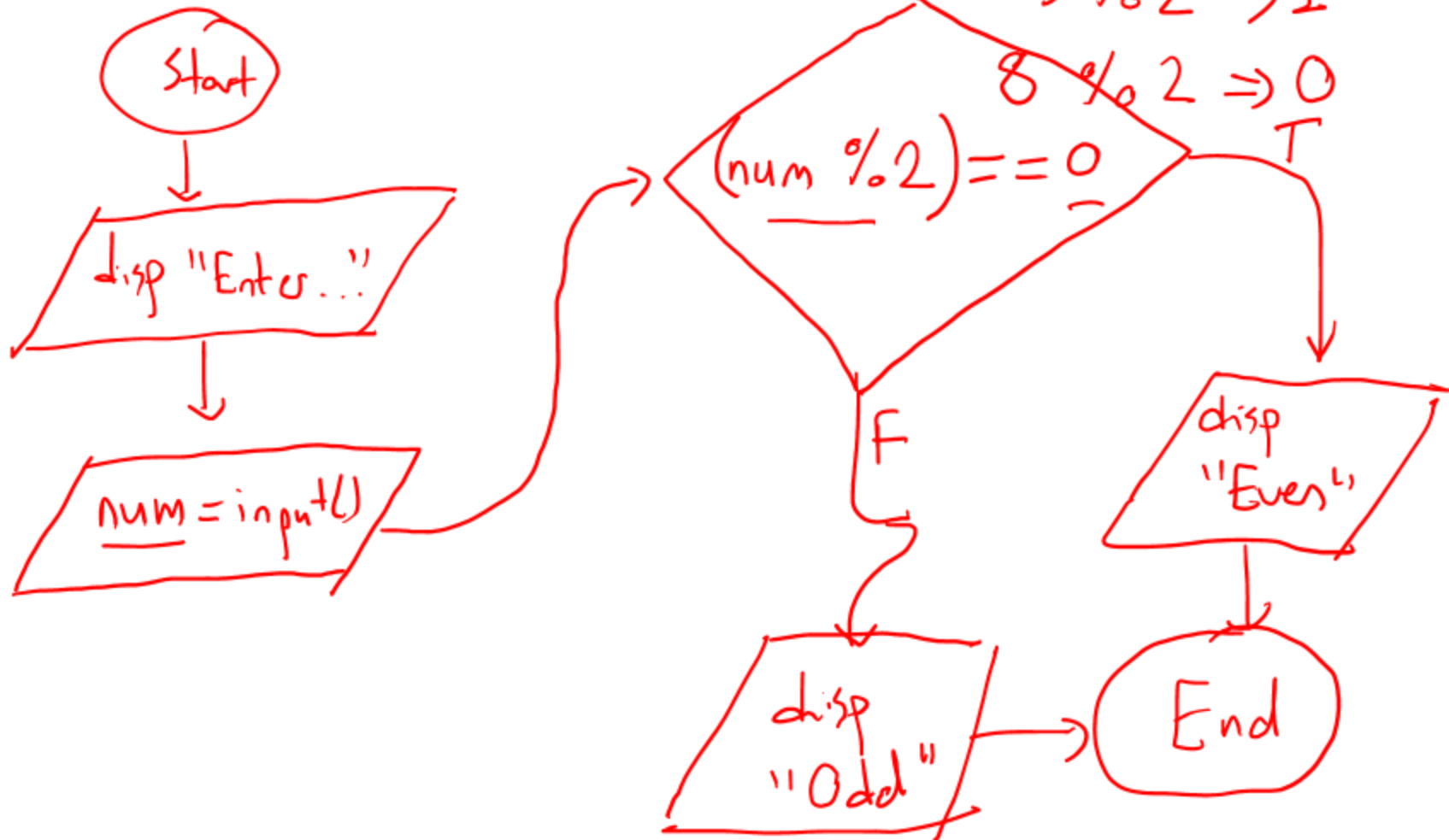
90 - 100 → A ✓
90 → 55 → B ✓
55 - 0 → F ✓

- Ask the user for their exam mark. Display the corresponding letter grade.



Exercise 4

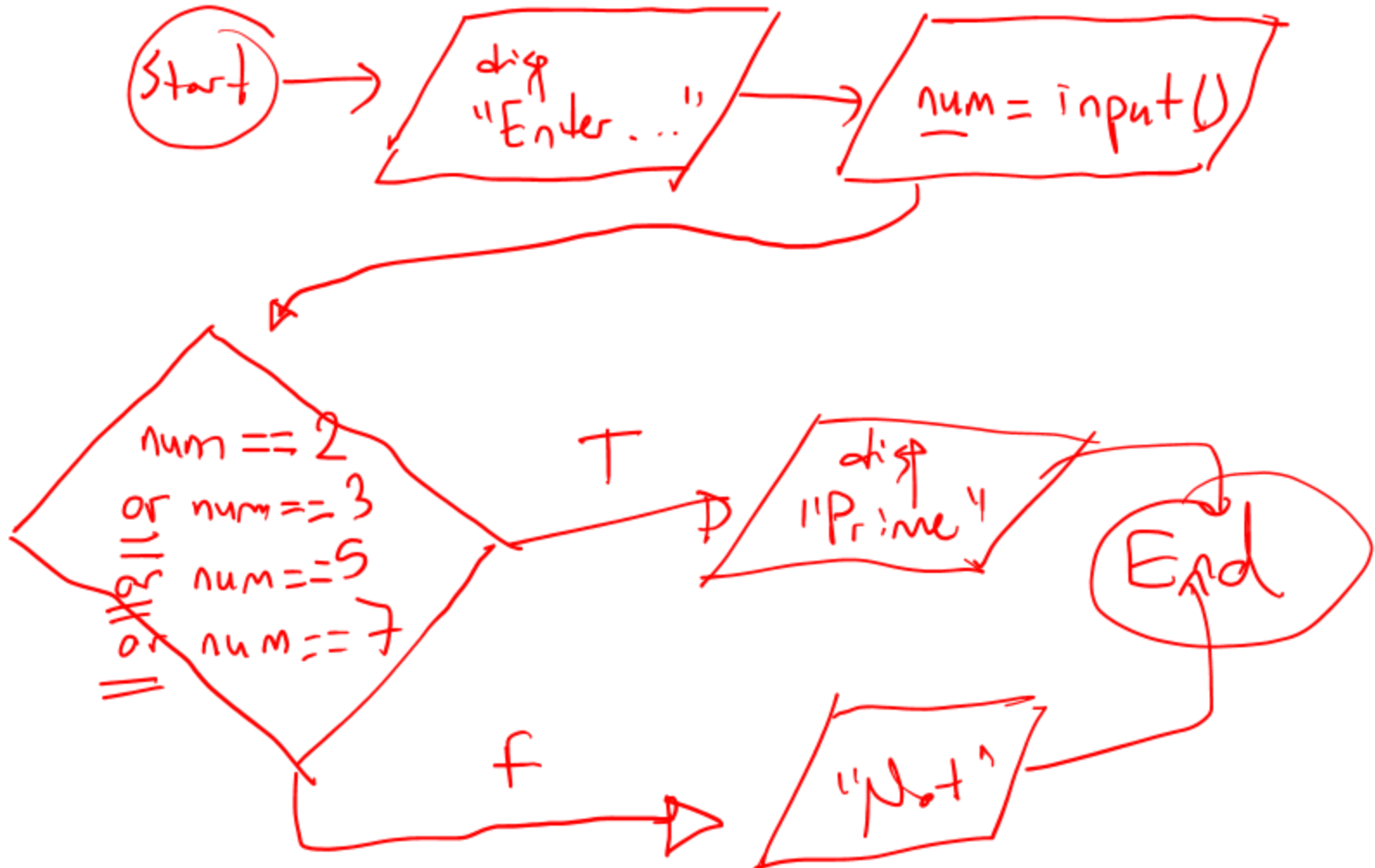
- Ask the user to enter a number. Display whether the number is odd or even.



Exercise 5

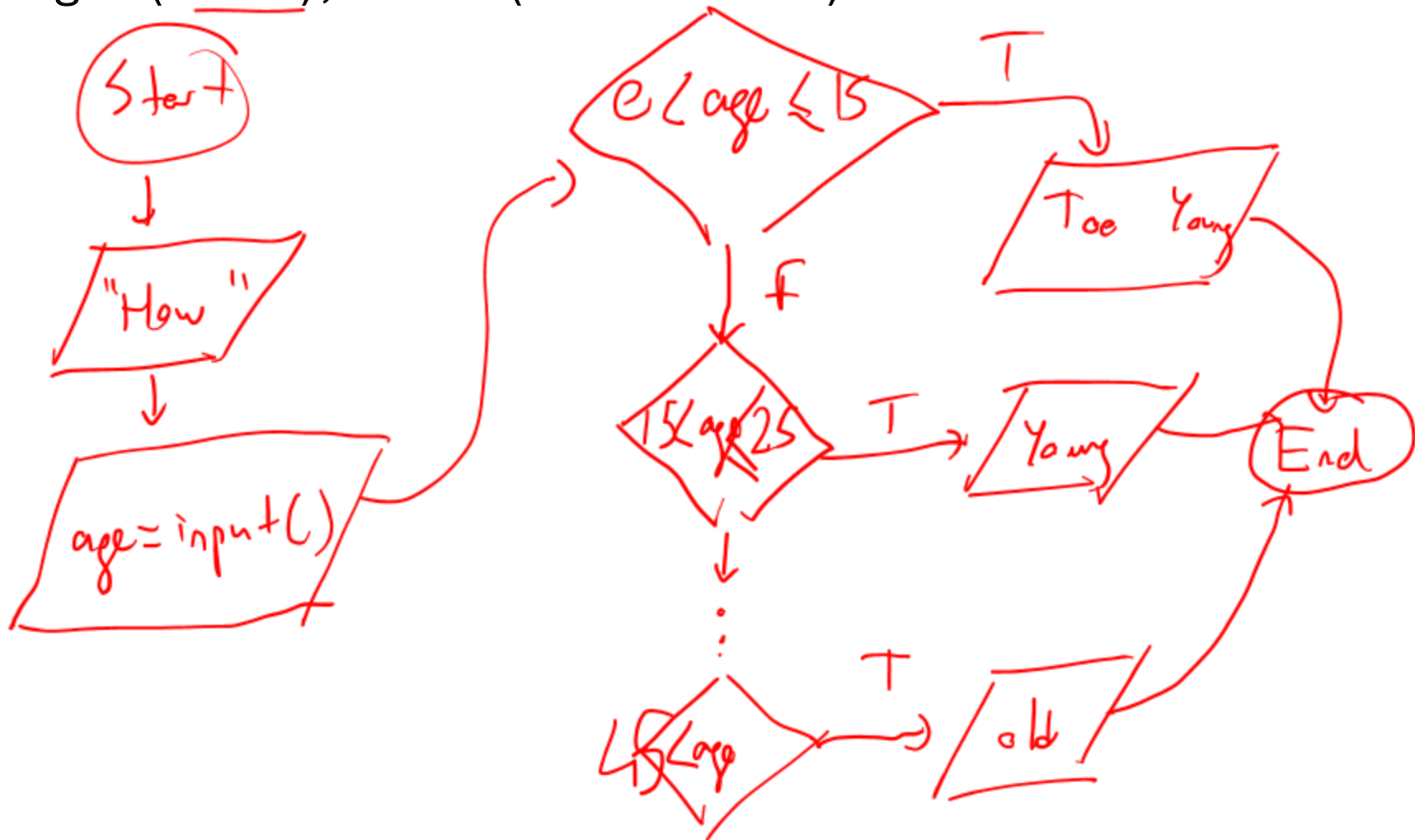
2, 3, 5, 7

- Ask the user to enter a number between 1-10.
Display whether the number is prime or not.



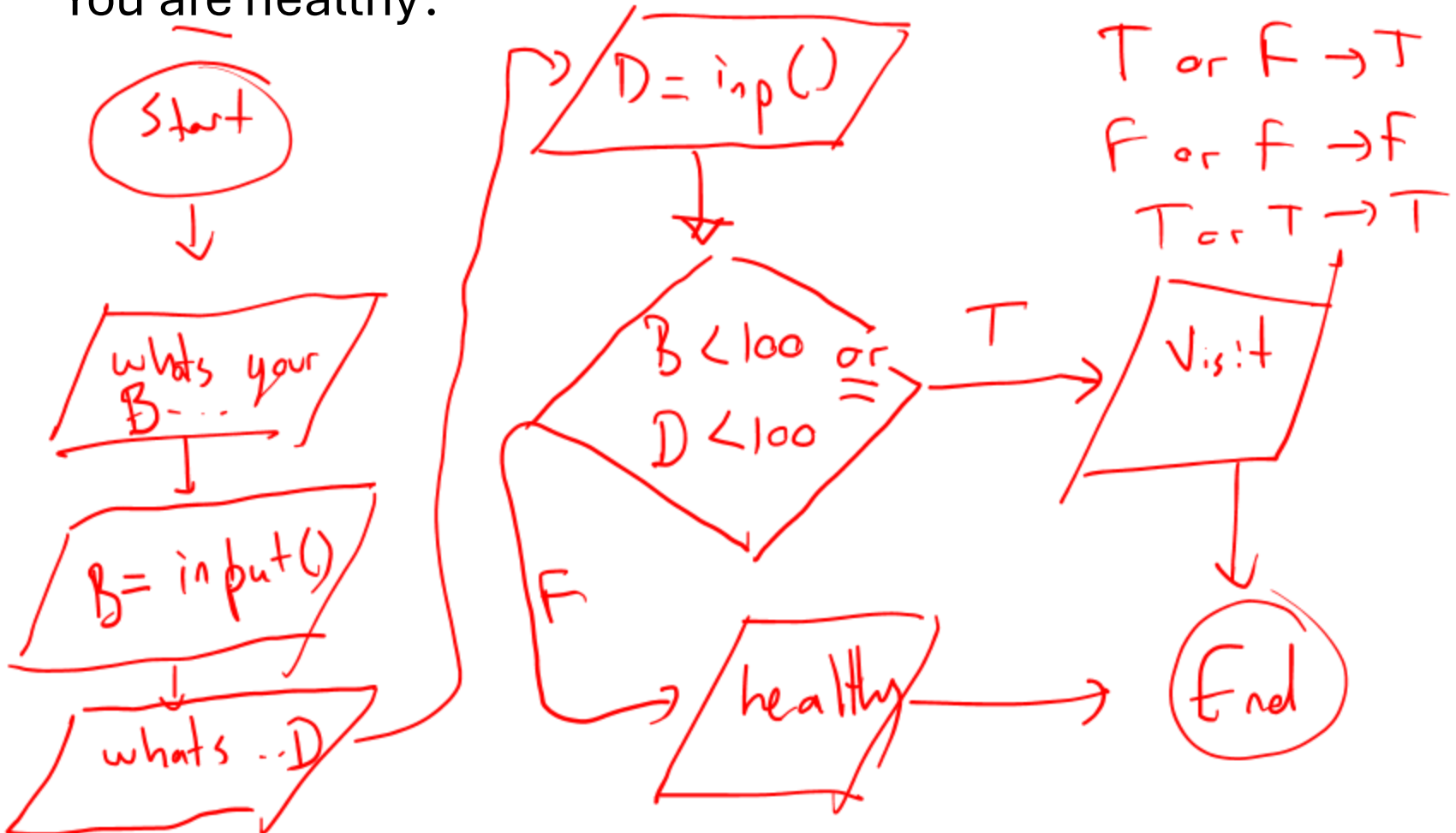
Exercise 6

- Ask the user for their age. Display one of the following categories: 'Too young (0–15)', 'Young (15–25)', 'Middle-aged (25–45)', or 'Old (45 and above)'.



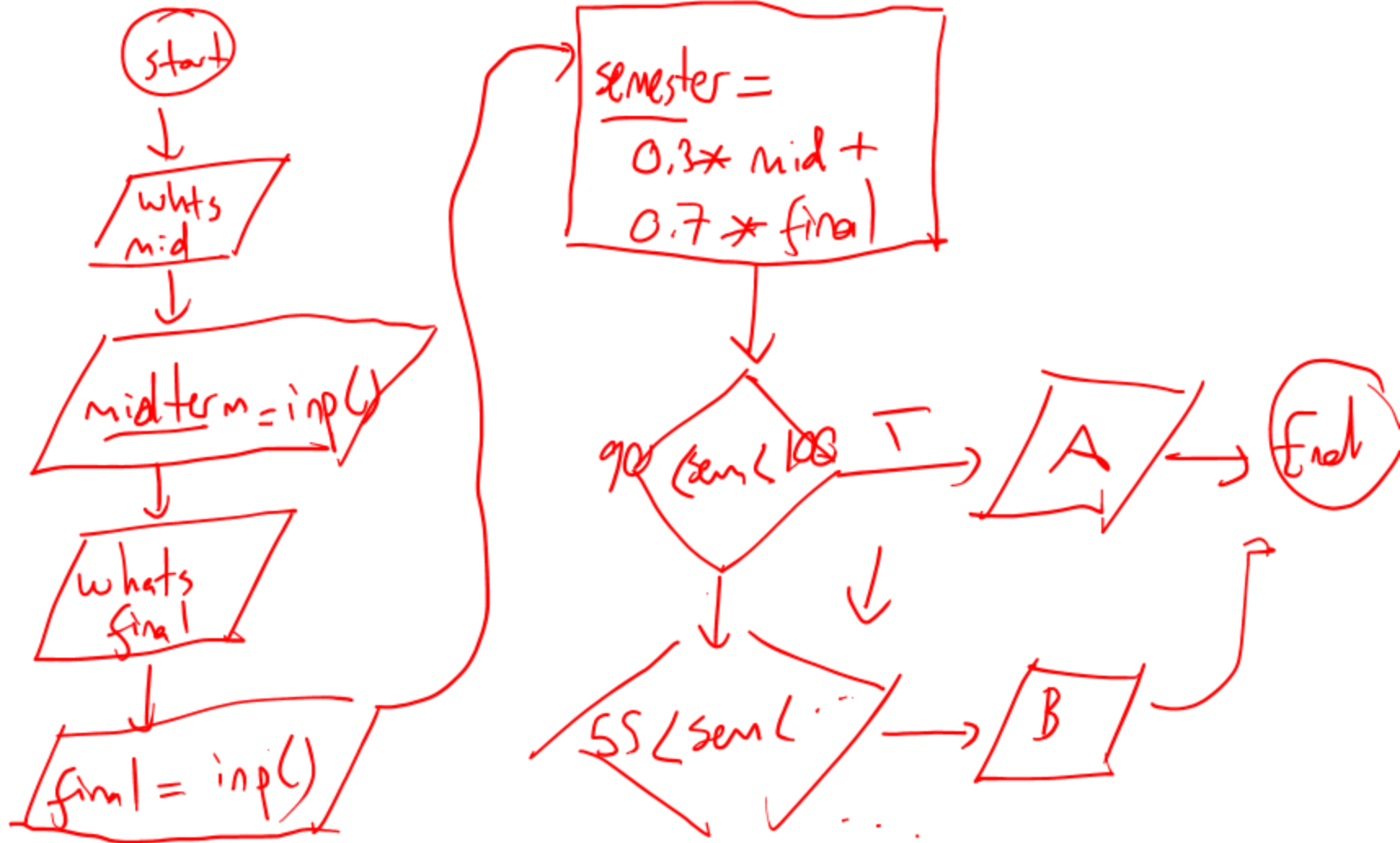
Exercise 7

- Ask the user for their vitamin B and D levels. If either level is below 100, display 'Visit a doctor'; otherwise, display 'You are healthy'.



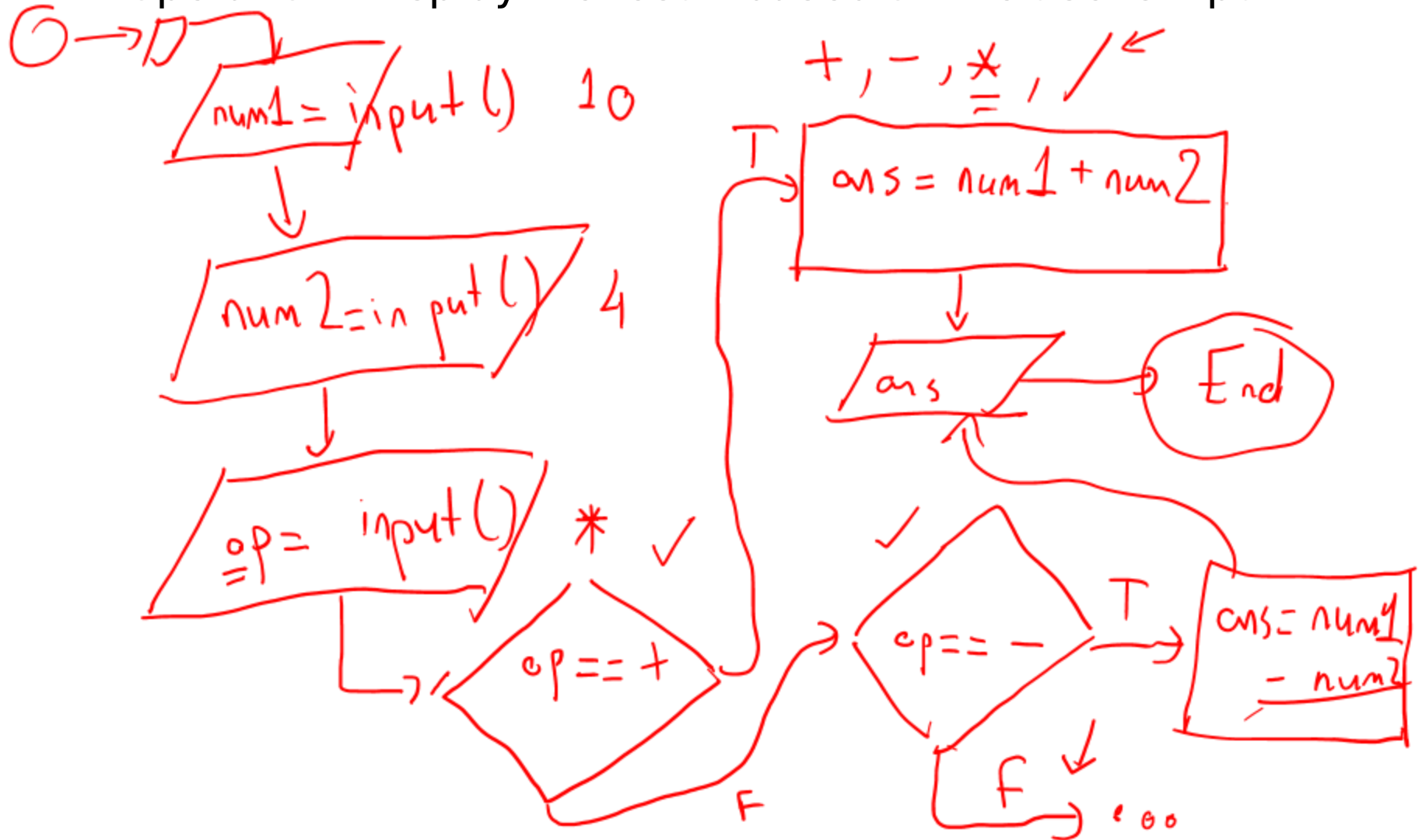
Exercise 8

- Ask the user for their midterm grade (30%) and final grade (70%). Display the corresponding letter grade.



Exercise 9

- Ask the user for two numbers and an arithmetic operation. Display the result based on the user's input.



Exercise 10

- In this game, the computer selects a number between 1 and 8. The user has three attempts to guess the number.

