Lesson 1 While loops part 1

# Learning goals

1. Use and trace while-loops in programs.
2. Use while-loops to:
   1. Validate data entered from the keyboard
   2. Run a program multiple times.
   3. Carry out numerical algorithms, e.g. finding GCD/LCM, determine if a number is even or odd, etc.

# Agenda

1. While-loops demo:
   1. Monkey for sale
   2. Reducing a number by 50% until it reaches a threshold.
   3. Euclidean algorithm
   4. Validating data:
      1. Ensuring the user enters a positive number
      2. Rock-paper-scissors (entering only a valid choice)
2. Begin While loops practice 1