

## Course: Introduction to Programming Using Python

### Module 2. Loops. Part 8

#### Task 1

The user types in a number. Determine how many digits this number has, find their sum and average. Determine how many zeros this number has. Implement a dialog with the user through a menu.

#### Task 2

Write a program that displays a chessboard with a set cell size. For example, three,

```
***_***_***_***_
***_***_***_***_
***_***_***_***_
___***_***_***_***
___***_***_***_***
___***_***_***_***
```

#### Task 3

Write a program that tests users for their multiplication table skills. The program prints two numbers, and the user must enter their product. Develop several levels of difficulty (they should differ in complexity and number of questions). Print the points that represent the user's skills.

#### Task 4

Print a rhombus made out of asterisks.