

## Exercises with Repetition – Unit 2.4

There exercises focus on some simple Selection

- while
  - break
  - counters, accumulators
- 

1. Create a program that gets the marks the user has for their classes this year. Tell them how many classes they are failing (despite what many of you think a fail is 50%) **Save as repetitionEx1.py**
2. As you know the inventor of the game chess was quite a clever fellow. As the story goes the inventor presented the game to the king and the king was quite pleased. The king asked what the inventor wanted as payment. He asked for a grain of cereal for the first square and to have each of the next 63 squares double the previous square. As the story goes the king agrees, but was not to pleased by the final payment. Create a program that computes how much grain the king had to pay. Express your answer in pounds, assume there are 7000 grains to a pound. **Save as repetitionEx2.py**
3. Write a program to be used by student council in this upcoming election to tabulate the votes after the election. Your program will list, and number, the three candidates for president then allow the user to enter all of the ballots until they enter 0 then tell them who won the election and what percentage each candidate earned. e.g. **Save as repetitionEx3.py**  

```
1. Sir John A Macdonald
2. Alexander Mackenzie
3. Sir John Abbott
Enter Vote (0 to exit) : 1
Enter Vote (0 to exit) : 1
Enter Vote (0 to exit) : 1
Enter Vote (0 to exit) : 2

Sir John A Macdonald won
Sir John A Macdonald earned 75% of the votes
Alexander Mackenzie earned 25% of the votes
Sir John Abbott earned 0% of the votes
```
4. Palindromes are words that are the same forwards and backwards. Create a program that gets a word from the user and tells them if it is palindrome or not. Your program should not care about capitalization. **Save as repetitionEx4.py**