Exercise 1

ask the user to enter two numbers and an arithmetic operator like +, /, -, %, *

make your code recognize the operator and calculate it

Exercise 1א   ¶

Same as exercise 3 of yesterday but now use loops

bonus: if the user didn't create a valid password ask him again to create a password and verify it

Exercise 2

same as exercise 4 with loops

Exercise 3

Part 1

Create two variables team1 and team2 that contain an empty list

for each team ask the user to enter five players precising the number of the player

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(something like -> 'please enter player 3 of team1')
```

Part 2

make the players fight one against the other (the player team1[0] fights against team2[0])

the winning player is the one with the most letters in his name

the losing player gets poped off his team

the team with the most player at the end wins the game

Exercise 4

same as exercise one but now don't ask the two numbers and the operator, just ask the expression in one straight input

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like 1929802+298490
```

Entrée [ ]: