Looping Labs

Utilizing the Beginning Visual C# Programming book by Wrox, chapter 4, as a reference for looping logic to perform the following labs:

1. **For Loop Labs**
    a. **Create a loop that will count and print to the screen the numbers 1-20**
        i. Change the loop to count by 2's (even numbers 2-20)
        ii. Change the loop to count by 3's (3-18)
        iii. Change the loop to count by 2's (odd numbers up to 19 only)
    b. **Create a loop that will count from 1-20 and add that value to a running total variable, which you will then print out after it is finished** (210 output)
        i. Change the loop to count by even numbers (output 110)
        ii. Change the loop to count by 3's (output 63)
        iii. Change the loop to count by odd numbers (output 100)

2. **ForEach Loop Labs**
    a. **Create an array of numbers int[] numbers = new int[] { 10, 20, 30, 40, 50, 60, 70, 80, 90, 100};**
    b. Using a foreach loop, **determine the number of values in the array and print it to the screen** (answer is 10)
    c. Using a foreach loop, **determine the sum of all the values in the array and print it to the screen** (answer is 550)
    d. ***Challenge – Repeat step c, but only for integers divisible by 3*** (answer is 180)

3. **While Loop Labs**
    a. **Create a while loop that asks a user whether they want to keep going. Repeat the question until the user opts out.**
    b. **Create a while loop that will repeat while a value is less than 100**
        i. Have the code inside the while loop print the value every time the loop code executes
        ii. Make sure to add your update statement to the loop to increment the counter value

4. **Do While Loop Labs**
    a. **Create a menu of 3-4 simple options for a user using the do while loop.** One option should be the option to exit the loop
        i. When the user chooses the exit option, have it end your loop, otherwise print some relevant text for the option they did choose and allow the loop to continue