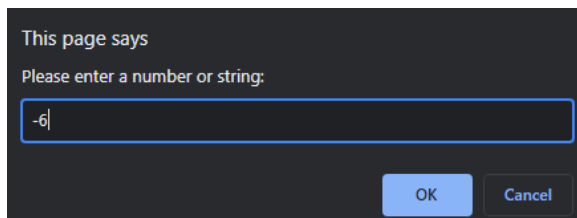
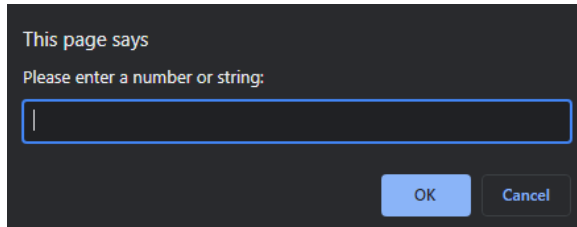


## Week 2 activity 4

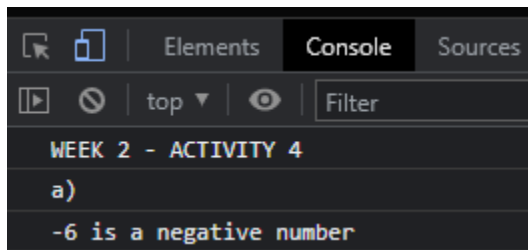
Create a program that will ask the user to enter a value, string or number, in the prompt text field, and print in the console if the user enter a string or a positive or negative number.

*Template:*

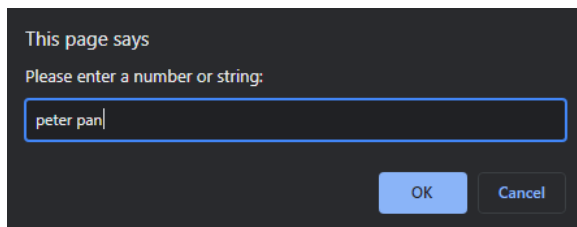


If the user enter a number, -6

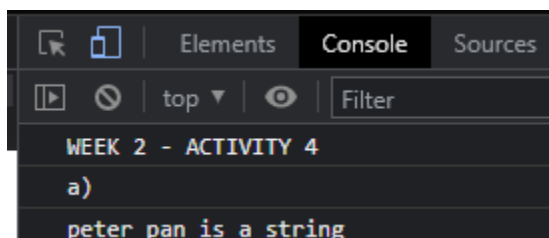
The console should display:



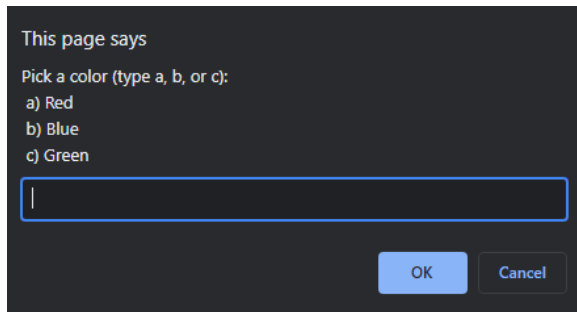
If the program is ran again, and the user types a string



The console should display:



b) Using switch, write a program that will ask the user to select a color, with lowercase or uppercase character:



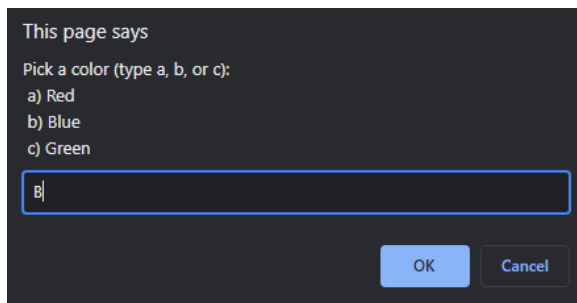
This page says

Pick a color (type a, b, or c):

- a) Red
- b) Blue
- c) Green

OK Cancel

For example, the user selects color B



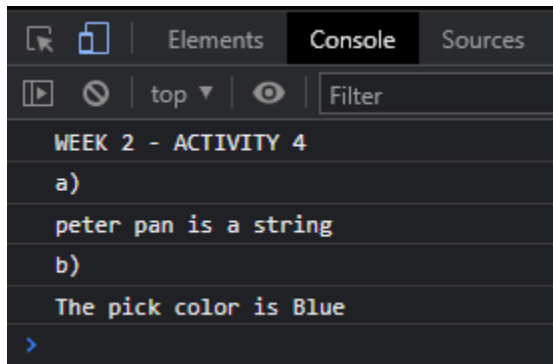
This page says

Pick a color (type a, b, or c):

- a) Red
- b) Blue
- c) Green

OK Cancel

The console should print a message as:



```
WEEK 2 - ACTIVITY 4
a)
peter pan is a string
b)
The pick color is Blue
>
```