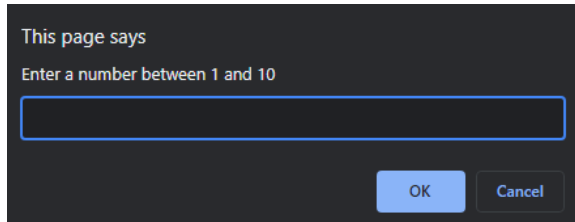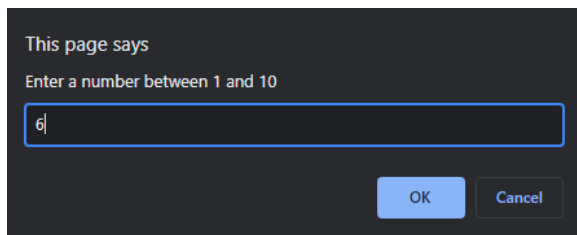# Week 2 Activity 6

Write a code that asks the user to enter a number between 1 and 10. Then use the number as the starting number to count, with an increment of one, up to 15. If the user enters a number greater than 10, the program prompts that the number is greater than 10 or if the number is less than 1. Also if the user enters a string in the prompt, the program prompts a window again asking for a number, and continuously asks to prompt a window until a number is entered.
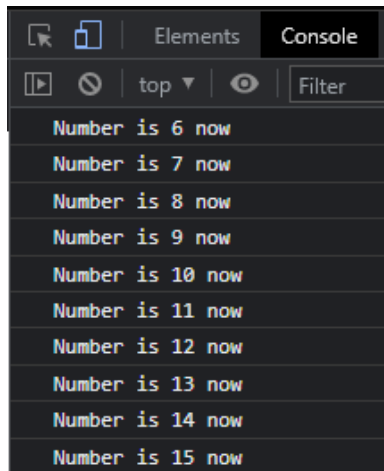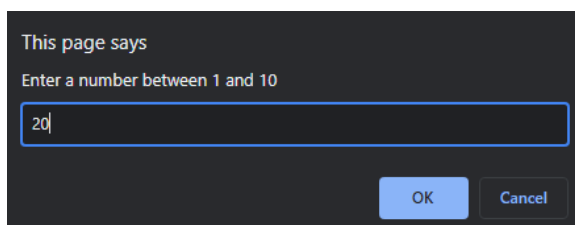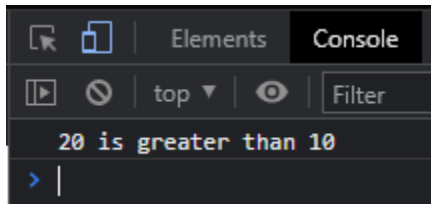
Template:

This page says

Enter a number between 1 and 10

| OK | Cancel |

For example, if user enters 6,

This page says

Enter a number between 1 and 10

6

| OK | Cancel |

the console will print

Elements   Console

top ▾   Filter

Number is 6 now
Number is 7 now
Number is 8 now
Number is 9 now
Number is 10 now
Number is 11 now
Number is 12 now
Number is 13 now
Number is 14 now
Number is 15 now

If the program is ran again and the user enters 20

This page says

Enter a number between 1 and 10
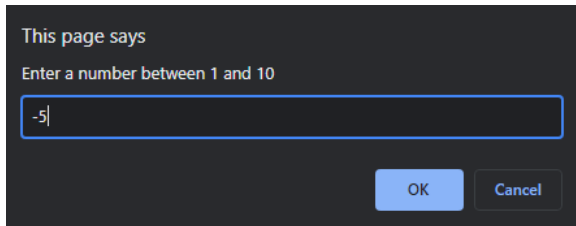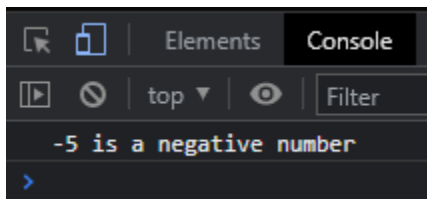
20

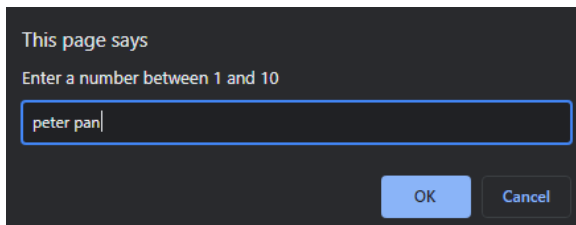| OK | Cancel |

the console displays:

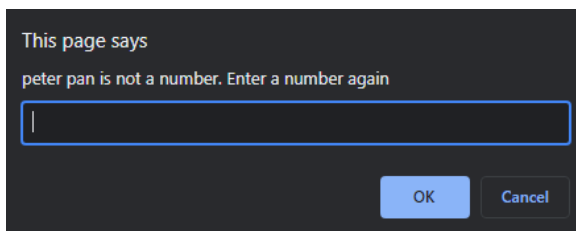If the program is ran again, and the user enters -5,

the console displays:

If the program is ran again, and the user enters a string, for example *peter pan*

the program asks the user to enter a number again

If the user types a number, for example 8,

This page says

peter pan is not a number. Enter a number again

8|

OK   Cancel

The console displays:

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Number is 8 now
Number is 9 now
Number is 10 now
Number is 11 now
Number is 12 now
Number is 13 now
Number is 14 now
Number is 15 now
>