## 0. Logic

#### 1. Age Category:

```
In [2]: #a
        ages = int(input("What is your age?"))
        infant = list(range(0,3))
        child = list(range(3,13))
        teenager = list(range(13,20))
        adult = list(range(20,65))
        senior = [65]
        if ages in infant:
            print("You are an infant.")
        elif ages in child:
            print("You are a child.")
        elif ages in teenager:
            print("You are a teen.")
        elif ages in adult:
            print("You are an adult.")
        elif ages <0:</pre>
            print("Well that's kinda odd... Maybe try again.")
             print("Jeez you're old.")
```

Well that's kinda odd... Maybe try again.

# 2. Number Classifier:

```
In [15]: entered_number = input("Enter a whole number.")
    entered_number = int(entered_number)
    evenodd = entered_number % 2

#using modulus to determine even or odd
#using greater than or equal to as basis for pos/neg/zero

if entered_number >0:
    num = ("positive")
    elif entered_number <0:
        num=("negative")
    else:</pre>
```

```
num=("zero")

if evenodd ==0:
    sign=("even")

elif evenodd==1:
    sign=("odd")

print("Your number,",entered_number, ",","is",num,"and",sign,".")
```

Your number, 430 , is positive and even .

### 3. Simple Calculator:

```
In [19]:
    num1 = int(input("Enter the first number for your calculation"))
    num2 = int(input("Enter the second number for your calculation"))
    op = input("Enter the operation you would like to perform (*, +, -, /)")

if (num2 == 0) and (op =="/"):
        print("Oof, you can't divide by zero. You should know this...")

if op == "*":
        solution = num1 * num2
elif op == "+":
        solution = num1 + num2
elif op == "-":
        solution = num1 - num2
elif op == "/":
        solution = num1 / num2

print(solution)
```

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# 4. Guessing Game:

```
In [44]: #a-e
    import random
    answer = random.randint(1,10)
    attempt = 0
    max_attempt = 5

while attempt < 5: #limits number of guesses possible
    guess = int(input("Try guessing the number!"))
    attempt += 1 #adds 1 to attempt variable after each guess
    if guess>answer:
        print("Too high")
    elif guess<answer:
        print("Too low")
    else:
        print("Woohoo, you got it! The answer was", answer, "!:-)")
        break #stops the loop when you get it right</pre>
```

```
if attempt == max_attempt:
    print("Reached maximum number of attempts. The correct answer was", answer,

Too low
Too low
Woohoo, you got it! The answer was 9 ! :)
```

#### 5. Counter Contrast:

```
In [6]: n = int(input("Give me a positve integer."))
#a:

if n <=0:
    print("Nope. Positive integer, please.")

for i in range(1,n+1): #loops printing range until reaches n( + 1 to account for print(i)</pre>
```

Nope. Positive integer, please.

```
In [7]: #b
n = int(input("Give me a positve integer."))

if n <=0:
    print("Nope. Positive integer, please.")
else:
    i=1 #replaces the range function from the for loop

while i <= n:
    print(i)
    i=i+1 #keep adding to i (1) until you reach n</pre>
```

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I much preferred a for loop *for* this HW problem. I think it was because it was easier for me to understand the problem in the context of a for loop, rather than a while loop where I had to understand what conditions I needed to establish.

## 6. Multiplication Table:

```
In [8]: n = int(input("Give me a number"))
num2 = list(range(1,11))

#a
for i in num2:
    print(n, "x", i, "=", i * n)
```

```
4 \times 1 = 4
           4 \times 2 = 8
           4 \times 3 = 12
           4 \times 4 = 16
           4 \times 5 = 20
           4 \times 6 = 24
           4 \times 7 = 28
           4 \times 8 = 32
           4 \times 9 = 36
           4 \times 10 = 40
In [49]: #b
           n = int(input("Give me a number"))
           i = 1 #same as the counter contrast. gives us a condition to use for a while lo
           while i <= 10:
               result = i * n
               print(n, "x", i, "=", i * n)
               i += 1 #add 1 to i each time (replaces the range function)
```

```
10 x 1 = 10

10 x 2 = 20

10 x 3 = 30

10 x 4 = 40

10 x 5 = 50

10 x 6 = 60

10 x 7 = 70

10 x 8 = 80

10 x 9 = 90

10 x 10 = 100
```

I still prefer a for loop. Again, I think its easier for me to understand programs like these in the context of a for loop.

For a program that requires a positive number and continues to prompt for a positive number until entered, a while loop would be easier. I can see what conditions aren't being met much more easily.