

1. Write a program to ask the user to enter a positive number. The program will repeatedly ask the user to re-enter the number if it is not a positive number.
2. Write a program that will ask the user to enter a student's result in a subject. The program should read and store the result entered. If the result entered for the subject is **invalid** the program should continually ask the user to enter the result for the subject. The valid result should be displayed on screen.
3. Write a program using a `while` loop which will ask the user to enter three Lotto numbers. The program should then repeatedly ask the user if they wish to select three different Lotto Numbers until they reply 'n', in which case the program will display the final 3 numbers.
4. Write a program to ask the user to guess a number between 1 and 10. The program should set the correct answer to 7 before asking the user to enter their guess. The program will repeatedly ask the user to guess the number until they get the correct answer.

```
Welcome to the guessing game
Guess a number between 1 and 10
Enter your guess: 3
Enter your guess: 9
Enter your guess: 7
Well done
```

5. Adapt this program so that the user is told whether their guess is too high or too low. Use an `if` statement inside your `while` loop.

```
Welcome to the guessing game
Guess a number between 1 and 10
Enter your guess: 4
Too Low!
Enter your guess: 9
Too High!
Enter your guess: 7
Well done
```

6. Adapt this program so that the user is told how many guesses they took to get the correct answer.

```
Welcome to the guessing game
Guess a number between 1 and 10
Enter your guess: 8
Too High!
Enter your guess: 7
Well done - you got it in 2 guesses
```

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