Lab 4

Write an application that asks elementary students a set of 10 math problems

* First ask the user for a level and a problem type.
* You need to validate the level and problem type and loop until the user enters a correct one.
* There should be 3 levels. Level 1 operands would have values in the range of 0-9, level 2 operands would have values in the range of 0-99, and level 3 operands would have values in the range of 0-999.
* Each problem will consist of three randomly generated operands.
* There should be 4 problem types. Problem type 1 requires the student to find the sum of the three numbers, problem type 2 requires the user to find the integer average of the three numbers, problem type 3 requires the user to find the largest of the three numbers, and problem type 4 requires the user to find the smallest of the three numbers.
* The program should ask the user 10 questions.
* The program should randomly generate the numbers for each problem and display them to the user. Then the program should get the users answer and check that answer.
* The program should provide individual feedback for each problem. There should be 3 different positive and 3 different negative feedbacks chosen from for each problem.
* After the user finishes their 10 problems, display the number they got right and then query them if they want to play again. If they choose to play again, get a new level and problem type before asking 10 new problems.