

Exercises

- Create a calculator that allows the user to choose from various operations (addition, subtraction, multiplication, and division). Use "elif" statements to verify the user's request.
- Modify the previous calculator to enable users to choose different operations multiple times. Users can terminate the program by entering "end" instead of an operation.
- Develop a restaurant menu that allows users to order any dish multiple times. The menu concludes when the user selects "bill" and receives the total amount spent.
- Simplify the process of memorizing multiplication tables by creating a program that asks the user for a number and then prints the multiplication table of that number from 1 to 20.
- Design a cipher that can convert letters to numbers and numbers to letters. For example, 'a' becomes 1, 'b' becomes 2, and '3' becomes 'c'. Use the programming tools learned in class to implement this.