Review Problem #1:

- Create a program that generates and displays 3 random numbers between 70 and 100 at the push of a button.
- Have it so that an image appears if the random number is between 70 – 79; a different image for 80 – 89; and a third image for 90 – 100.

Review Problem #2:

- Create a small poker program that generates and displays three random numbers between 1 and 3. The player starts with a pot of $1000 but there is no betting, each play costs $100.
- Have the program check for a three-of-a-kind and a straight and then display an appropriate message.
    - A three-of-a-kind pays $400 and a straight $200.
    - A "Game Over" message is displayed when the pot reaches zero.

Review Problem #3:

- Create a program that has the user enter a starting number and end number (both integers).
    - The program must check that the starting number is less than the ending number.
- The program displays three calculations at the push of one button: The sum of all the numbers, the product of the even numbers, and a count of the number of negative-odd numbers. The beginning and ending numbers are included in the calculations.
    - Each time the button is pushed the totals are reset and recalculated.

Review Problem #4:

- Create a Boss Battle with the following rules:
    - The player attack is a random number between 5 and 20.
    - The player chooses to attack 2 – 4 times per turn, however:
    - If the player choses 2 attacks:
        - Probability of critical hit (3x the damage) = 30%
        - Probability of counter attack = 10%
    - If the player choses 3 attacks:
        - Probability of critical hit = 20%
        - Probability of counter attack = 20%
    - If the player choses 4 attacks:
        - Probability of critical hit = 10%
        - Probability of counter attack = 30%
    - The counter attack is a random number between 50 – 75
    - Use a progress bar to display the health of each character.
    - Output all attack messages to the user.