**Assignment #5**

1. A) Add a ranking scheme to Assignment 4B, if the players goes bust, do not ask if they want another card.

Hint: Use an if statement to do this.

1. B) Write a program that will allow the user to input two numbers. Give the user the choice of calculating the sum or product of the two numbers. Print the answer.

As the user if they want to repeat.

Count the number of times the program did a calculation

(1) C) Write a program that will print the letter grade when a number grade is entered.

|  |  |
| --- | --- |
| *Number grade* | *Letter grade* |
| 90-100 | A |
| 80-89 | B |
| 70-79 | C |
| 60-69 | D |
| 0-59 | F |

1. D) Write a program that will generate a random number from 1 to 100. Allow the user to guess the number. Tell the user to guess higher or lower until the user guesses the correct number. Tell the user how many guesses it took to get the correct number.

(5) E) Create a game. You will be marked according to the level of difficulty, quality of programming, number of options, different levels and overall impression of your game.

Ex.

* Create a multiple choice quiz game.
* Design Who Wants To Be A Millionaire
* Create a memory game where a number appears for a few seconds and the user has to remember the number. As the game progresses the user has to remember more numbers.
* Design hangman.
* Create a math game where random addition questions appear and the user has determine the answer.

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| --- | --- |
| Mark |  |
| 1 | Game works |
| 2 | Includes title page and instructions |
| 3 | Game can be played again |
| 4 | There is a way to win or lose / There is a rating scheme |
| 5 | Game is different every time |