# Worksheet 10c Programming techniques

1. Create 4 procedures – each one should tell a bad joke.
2. Add a menu system at the bottom of your program that will ask the user to enter a number between 1 and 4 and then use an if…elif block to call the correct procedure.
3. Add some validation before running the if…elif block in case the user types in an invalid number.
4. Finally, put the whole menu into a loop so that it will repeat until the user enters a 0. It will be necessary to set a value for the user entry first in order to run that loop.
5. Create a program with four procedures – one each for adding, subtracting, dividing and multiplying two numbers (and printing out the result). Each procedure should expect to be passed two numbers. The main program should ask for two numbers and then give the user a menu for which procedure they want to run. The menu should validate the user’s choice and should repeat until the user enters 0.