

Conditional and Repetition Logic with Procedure Calls

Take your previous arithmetic lab program and extend it to perform the following:

- (1) Disallow non-numeric operands. Only permit 0 through 9. If a non-numeric is encountered, then post a failure and effect a retry (re-prompt for a valid number).
- (2) Permit the use of negative numbers.
- (3) Place redundant code (such as prompting for an operand) in a common routine, then call the routine when needed.
- (4) Re-prompt the user for another expression after each result.
- (5) Continue the looping until the user expresses the wish to terminate by entering CANCEL, QUIT, HALT or some other termination signal, possibly a single character such as the ESCAPE key.