1. Write a function called `postage` that calculates the amount the post office will charge you to mail a large flat envelope using first-class mail, based on its weight. The charge is based on the envelope's weight in ounces: an envelope weighing one ounce will cost 90 cents to mail, and each additional ounce is an additional twenty cents. However, you can only mail envelopes that weigh 13 ounces or less. Your function will take an integer argument called ounces and return the amount in dollars that you should be charged. However, if the ounces argument is 0 or less, or if it is greater than 13, the function should return 0.

   For example, `postage(1)` returns 0.90, `postage(2)` returns 1.10, `postage(3)` returns 1.30, and so on, up to `postage(13)` which returns 3.30.

   Hint: the function definition line should look like this:
    def postage(ounces):

   Now, write a main() function which asks the user to type in the amount their envelope weighs, and your program prints out the cost.

2. Write a function called age_end_of_year that takes three arguments: a month, day of the month, ad year, all as integers. These three arguments represent someone's birthday. The function calculates how old this person will be on December 31 of this year, and returns that age.

   Ex: age_end_of_year(7, 29, 1993) should return 20, because this person hasn't had their birthday yet in 2013.

   Ex: age_end_of_year(1, 1, 1993) should return 19, because this person **has** had their birthday this year.

   After you get this function working, write a main function that asks the user for their birthday and prints their age at the end of the year.

   Hint: the function definition line should look like this:
   def age_end_of_year(month, day, year):

3. Write a function called is_even that takes an integer as an argument. The function returns the string "yes" if the integer is even, and "no" if the integer is odd. Hint: use the remainder operator (the percent sign).

4. Create a simple drawing program that asks the user if they want to draw a circle or square. The user will type in either the word square or circle at the keyboard. If they want a square, ask them for the (x,y) coordinates of the upper left corner of the square, and the length of a side, and draw the square. If they want a circle, ask for the coordinates of the center of the circle and the radius, then draw the circle.

5. Edit program #3 so that after the user types in the coordinates, the program will check if any part of the shape will be drawn outside of the canvas and if so, print a message saying that the shape will be off the screen and don't draw it.

   Hint: write an if-then statement inside each part of the "outer" if-then statement (the one that chooses circle or square).

6. You are at a restaurant that serves only three things: hamburgers, salads, and drinks. Build a program that asks the user if they ordered each item in turn (they should type in "yes" or "no") for each one. If they answer yes, ask them how many of that item they ordered. Keep a running total of the total cost (make up appropriate prices). At the end of the program, calculate the sales tax (make up a percent), add it to the total cost, and print out the grand total.

7. Write a program that lets the user type in the names of three people. Use if-then statements to print out the people's names in alphabetical order.