

Loops VI

Warmup

- Write a loop that asks the user to type in integers from the keyboard. Calculate a ***running total*** and print this out (that is, after each number is entered, you should display the sum of all the numbers entered so far). Stop the loop when the user types zero, and print the total of all the numbers.
- Write a loop to calculate and print the sum of all the numbers from 1 to 100.

- Write a loop that asks the user to enter pairs of odd numbers over and over again. (So the user will be asked to enter one odd number, then be asked to enter a second odd number).
 - Use input validation for each number separately.
 - Do this by writing a function called `get_odd_number()` that uses the input validation idiom to get a single odd number from the keyboard, and reject all non-odd numbers.
- After each pair of odd numbers is entered, print their sum. Stop the loop when their sum is exactly 10.