Build a program that does the following. Call your program codedrill01.py.
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- Asks the user to input a one-digit number, assigns the value to the variable `number`,
Build a program that does the following. Call your program codedrill01.py.

- Asks the user to input a one-digit number, assigns the value to the variable `number`,
- doubles the value of `number`,
Build a program that does the following. Call your program `codedrill01.py`.

- Asks the user to input a one-digit number, assigns the value to the variable `number`,
- doubles the value of `number`,
- then prints a sentence which tells the user what twice their number is.
Now we’ll check how large the result has become after doubling.

Write an `if` statement that checks whether the result is still one digit. If the condition is met, print which is still a one-digit number. Now write an `else` statement that prints a suitable remark in the other case.
Now we’ll check how large the result has become after doubling.

Write an if statement that checks whether the result is still one digit.
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- Write an `if` statement that checks whether the result is still one digit.
- If the condition is met, print `which is still a one-digit number.`
Now we’ll check how large the result has become after doubling.

- Write an `if` statement that checks whether the result is still one digit.
- If the condition is met, print `which is still a one-digit number`.
- Now write an `else` statement that prints a suitable remark in the other case.
Now we’ll work on codedrill02.py.

Choose a random number from 20 to 59.
Ask the user to input a three-digit number, assign the value to the variable digit,
Compute the product of these numbers, naming the result product.
Print a sentence giving each of the two numbers and their product.
Now we’ll work on codedrill02.py.

- Choose a random number from 20 to 59.
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- Ask the user to input a three-digit number, assign the value to the variable `digit`,
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- Choose a random number from 20 to 59.
- Ask the user to input a three-digit number, assign the value to the variable `digit`,
- Compute the product of these numbers, naming the result `product`.

Print a sentence giving each of the two numbers and their product.
Now we’ll work on codedrill02.py.

- Choose a random number from 20 to 59.
- Ask the user to input a three-digit number, assign the value to the variable `digit`,
- Compute the product of these numbers, naming the result `product`.
- Print a sentence giving each of the two numbers and their product.
We should have time for codedrill03.py.
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- Ask the user to input a 1, 2, 3, 4, or 5, assign the value to the variable `digit`,

  - Check whether a 2 was entered, and if so print "I chose 2 also!"
  - Otherwise see if a 4 or 5 was entered, and if so print "* is a bit large."
  - Else print "I like 2 better than *"
We should have time for codedrill03.py.

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- Check whether a 2 was entered, and if so print `I chose 2 also!`
We should have time for codedrill03.py.

- Ask the user to input a 1, 2, 3, 4, or 5, assign the value to the variable `digit`,
- Check whether a 2 was entered, and if so print **I chose 2 also!**
- Otherwise see if a 4 or 5 was entered, and if so print **is a bit large.**
We should have time for codedrill03.py.

- Ask the user to input a 1, 2, 3, 4, or 5, assign the value to the variable `digit`,
- Check whether a 2 was entered, and if so print **I chose 2 also!**
- Otherwise see if a 4 or 5 was entered, and if so print **is a bit large.**
- Else print **I like 2 better than **