# Printing A Range Of Numbers

**The goal for this exercise** is to make sure that you can both use material covered previously, and specifically to use nested loops in a context other than ‘printing shapes to the screen’

**What you need to do for this exercise:**  In the starter project, fill in the Print\_A\_Range\_Of\_Numbers. RunExercise method, so that it will prompt the user to pick a starting number, an ending number, and whether to print even or odd numbers. Your program should then print out only those (odd or even) numbers that are equal to (or greater than) the starting number, and less than (or equal to) the ending number. You should write your code so that is as efficient as possible, where efficiency is measured by the amount of work the computer needs to do.

An example transcript of what your program might look like follows. User input is in **bold**.

Greetings, User!

Welcome to NumberPrinter!

Do you want to quit (1), or print numbers (2) ? **2**

Do you want to print even (1) or odd (2) numbers? **1**

Lowest number? **3**

Highest Number? **10**

Numbers: 4 6 8 10

Do you want to quit (1), or print numbers (2) ? **2**

Do you want to print even (1) or odd (2) numbers? **2**

Lowest number? **3**

Highest Number? **10**

Numbers: 3 5 7 9

Do you want to quit (1), or print numbers (2) ? **1**

Have a nice day!