

**Unit 4: Loops**

**Application: Cube Root Game**

In this Application for Unit 4, you will write a program that uses loops, counters, and accumulators to create a game interface.

**Objectives:**

- Use loop control structures & conditional statements
- Use counter and accumulator statements
- Use operators in a program

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Make a game that generates a random integer from -12 to 12. Display the cube of the number to the user and ask the user to enter the cube root.

If the user enters the correct cube root, tell the user they are correct, add a point to their running score, and then display a new question.

If the answer isn't correct, exit the loop, display the correct answer, and display the number of questions answered correctly.