Lab #1 activity

1) Write a computer program in C that outputs:

   - A single character constant (e.g. 'C')
   - A string literal (e.g. "Hello world!")
   - The value stored by a variable of type bool
   - A floating-point value
   - An integer in hexadecimal(prefixed with 0x to denote the base)
   - The integers in range [-10, 10] in ascending order using for, while and do {} while language constructs (**all three of them**).
   - The value stored by a pointer.
   - The address of a pointer.

2) Extend your computer program by adding the following features:

   - A principal text menu
   - A submenu with items for previous added features (e.g. A single character...).
     Ex:
     When the application will be executed the following output will be seen:
     ```
     1. Laboratory #1
     X. Exit
     ```

     Choosing option X will terminate the application.
     Choosing the option 1 will lead to the submenu for that option.
     ```
     1. Output a single character constant
     2. Output a string literal
     3. Output the value stored by a bool variable
     …
     B. Back
     X. Exit
     ```
   - After the submenu functionality will be executed the submenu will be displayed again.