

Greetings,

In this edition, we're excited to present a new challenge and celebrate the **winners of last month**, learn a bit about **our founders**, our **teaching philosophy**, and share an **inspirational quote** you will love!

**Congratulations to Sikhara and Aarav on successfully completing the May Monthly Coding Challenge! Check out the C code solution to the challenge below.**

**DIGIMAKER**  
Programming for young Makers

**CODING CHALLENGE**  
**JUNE**

In a programming language of your choice

**Challenge**

- // Write a program to
- // Accept two numbers as input
- // Find value of first number raised to power of second one
- // Program to be written using a FOR/REPEAT loop
- //Numbers must be less than 10; if not, program must print an error and terminate

Sample Input / Output

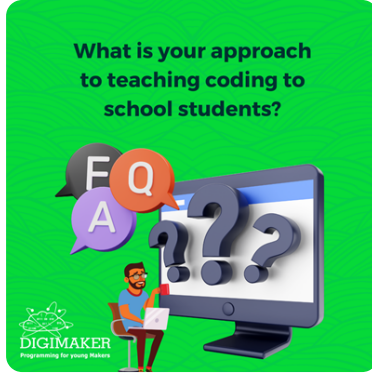
```
Console
Enter 1st number: 3
Enter 1st number: 5
3 to the power of 5 = 243

Enter 1st number: 12
Enter 1st number: 4
Number out of range
```

**MAY CHALLENGE**  
**WINNERS**

Sikhara R. Clayton North PS  
Aarav S. Good Shepherd Lutheran PS, Croydon

```
main.c
1 #include <stdio.h>
2
3 int main() {
4     int cp,
5     sp,
6     diff;
7     float percentage;
8     printf("Enter cost price: ");
9     scanf("%d", &cp);
10    printf("Enter selling price: ");
11    scanf("%d", &sp);
12    diff = sp - cp;
13    if(diff >= 0) {
14        percentage = ((float)diff / cp) * 100;
15        printf("You made a profit of %d", diff);
16        printf(" And the profit percentage is %.2f\n", percentage);
17    }
18    else {
19        percentage = ((float)-diff / cp) * 100;
20        printf("You made a loss of %d", -diff);
21        printf(" and the loss percentage is %.2f\n", percentage);
22    }
23    return(0);
}
```



### Learning is an adventure!

Our students don't just learn to code—they create animations, build games, and develop apps that spark imagination and bring ideas to life. Because when kids are engaged, collaborating, and having fun, learning becomes natural—and powerful.

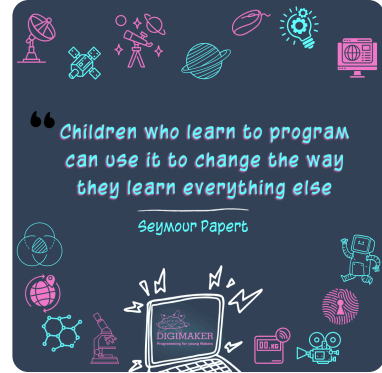
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### The Digimaker story

Our founders, Tas and Zo, are engineers and tech enthusiasts with over 25 years of experience in the IT industry. Their journey into education began with a shared passion for empowering the next generation.

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### Inspirational Quote

Papert was among the first to recognize the revolutionary potential of computers in education. In the late 1960s, at a time when computers were still rare, Papert came up with the idea for Logo, the first programming language for children.

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## Digimaker Pty Ltd

Office 6, 14 Albert St, 3130, Blackburn

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