```cpp
// Lab-2.cpp
//
// Working with conditionals and loops
// (IF/ELSE statements and WHILE loops)

#include <iostream>
#include <iomanip>
#include <string>
#include <random>
using namespace std;

int main()
{
      int x, y;
      int quotient;
      int remainder;

      cout << "(INTEGER DIVISION)" << endl;
      cout << "Enter an integer dividend (number to divide): ";
      cin >> x;
      cout << "Enter an integer divisor (divide by this number): ";
      cin >> y;

      // TASK 1: Fix the code below by putting spaces in the
      //          right places to make the output look nice.

      // Check to see if y is zero
      if (y == 0) {
            cout << "Cannot divide by zero." << endl;
      }
      else {
            quotient = x / y;
            remainder = x % y;
            cout << x << " divided by " << y << " is ";
            cout << quotient << " with a remainder of ";
            cout << remainder << "." << endl;

            cout << "Which is " << static_cast<double>(x) / y << endl;
            cout << endl << endl; // Two blank lines;
      }


      // ----- Printing square roots
      double d1;
      double d2;

      cout << "(SQUARE ROOT)" << endl;
      cout << "Enter a positive number: ";
      cin >> d1;

      // TASK 2: Run and try some negative numbers.
      // Change the program by adding an IF statement
      // here so that d2 is only calculated and
      // printed if d1 is larger than zero (d1>0)
      // The IF statement should surround the next 3 lines:

      if (d1 < 0) {
            cout << "You entered a negative number" << endl;
      }
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        else
        { d2 = sqrt(d1);
cout << "The square root of " << d1;
cout << " is " << d2 << endl;

        }



        cout << endl << endl; // Two blank lines;


        double d3;

        // Printing cubes of numbers
        // Keep going while d3 is not zero
        cout << "(CALCULATE CUBES UNTIL ZERO)" << endl;
        cout << "Enter a number or zero to quit: ";
        cin >> d3;
        while (d3 != 0) {
                cout << d3 << " cubed is " << pow(d3, 3) << endl;
                cout << "Enter a number or zero to quit: ";
                cin >> d3;
        }


        cout << endl << endl; // Two blank lines;

        // TASK 3: Change the code below to allow repeats
        //         until a zero is entered, similar to the
        //         code above for printing cubes.
        //         "Enter an integer or zero to quit: "
        // Use a WHILE loop, being careful to include
        // the entire IF/ELSE statement inside the loop.

        // Determine if a number is odd or even
        cout << "(ODD OR EVEN)" << endl;
        cout << "Enter an integer or zero to quit: ";
        cin >> x;


        while (x != 0)
        {

                if (x % 2 == 1) {
                        cout << x << " is an ODD number." << endl;
                }
                else {
                        cout << x << " is an EVEN number." << endl;
                }
                cout << "Enter an integer or zero to quit: ";
                cin >> x;
        }
        cout << endl << endl; // Two blank lines;
}

// Run program: Ctrl + F5
```