Hello, World!

EMT1111: Logic and Problem Solving | Fall 2016 | Dr. Mendoza

LESSON 2 (LABS): Python Overview I

SIMPLE PYTHON PROGRAMS

Lab Assignment 1 (welcome.py)

```python
print("*****************************************")
print("** Welcome to computer programming, Student **")
print("*****************************************")
```

Modify the program so that instead of the word *Student*, it prints your name.

Lab Assignment 2 (animals.py)

```
print("**************************************************")
print("Pink elephants are a weird combination!")
print("**************************************************")
```

Modify the program so that instead of pink elephants, it will print a different *animal* and *color* (any animal and color of your choice)

Example: A poem for a student (1)

"*My student Robert, standing proud is a fine example for the crowd*"

Example: A poem for a student (2)

"*My student Zion, standing proud is a fine example for the crowd*"

Example: A poem for a student (3)

"*My student Eva, standing proud is a fine example for the crowd*"

Lab 3 (poem.py)

◦ Write a Python program that will display your poem on the screen. That is, with your name.

Lab Assignment 4 (animals2.py)

```
print("*****************************************")
print("Pink elephants are a weird combination!")
print("********************************************")
```

Modify the program so that it will make use of two variables: *animal* and *color*. Assign any value of your choice to each of those variables

Example: A poem for a student (1)

My student Robert, standing proud is a fine example for the crowd

Lab Assignment 5 (poem2.py)

◦ Write a Python program that will display your poem on the screen but this time, use a variable, called *name*, to store your name

Example: Robot Activity (1)

My robot's name is *OptimusMan*, it is *5 feet* tall, and it's purpose is to *do homework*

Lab Assignment 6 (robot.py)

Robot Activity

Write a program to display your robot's information. Use a variable called *name* to store the robot's name, a variable called *height* to hold the robot's height, and a variable called *purpose* to hold the robot's purpose.

The input function

When **input()** is called, the program waits for the user to enter text. The text string that the user enters becomes the value that the function call evaluates to.

```
greeting = input("What is your name? ")
print("Hello", name, ". Have a good day!")
```

What is your name? Jovana
Hello Jovana. Have a good day!

What is your name? Jim
Hello Jim. Have a good day!

Lab Assignment 7 (animals3.py)

```
print("********************************************")
print("Pink elephants are a weird combination!")
print("**********************************************")
```

Modify the program so that it will make use of two variables: *animal* and *color*. Ask the user to input the value for each of those variables.

Lab Assignment 8 (poem3.py)

My student Jen, standing proud is a fine example for the crowd

◦ Write a Python program that will display the poem on the screen.

  ◦ Use a variable called **name** to store the user's name.

  ◦ Ask the user to input a value for **name**.

Lab Assignment 9 (robot2.py)

My robot's name is *Andrew*, it is *5ft* tall, and it's purpose is to *clean the house*

Robot Activity

Write a program to display your robot's information.

- ◦ Use a variable called **name** to store the robot's name, a variable called **height** to hold the robot's height, and a variable called **purpose** to hold the robot's purpose.

- ◦ Ask the user to input a value for **name,** a value for **height**, and a value for **purpose**.