Lab Assignment 1

```
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

```
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 (3)

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

Lab 3

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

Changing the value of a variable

Assignment statements can also be used to change the value of a variable. For example:

```
name = "Zion"
print("Hello " + name + "!")
name = "Eva"
print("Hello " + name + "!")
```

```
target = "my dear friend"
target = "my EMT1111 students"
print("Hello " + target + "!")
```

```
Hello Zion!

Hello Eva!
```

```
Hello my EMT1111 students!
```

Lab Assignment 4

```
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 (3)

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

Lab Assignment 5

◦ 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*

Example: Robot Activity (3)

My robot's name is *Shy'niece*, it is *5ft* tall, and it's purpose is to *play and have fun*

Lab Assignment 6

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

```
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

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

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***.