This is the first of the three assignments that will be graded. You can score a maximum of 3 points for this assignment, 1 point for each exercise. For every sub-assignment, write a program in it's own separate file.

Exercise 1. Warmup

a.) Write a program that asks for a users input, converts Fahrenheit to Celcius and shows the amount of Celsius with a precision of 2 decimals. You can ask a user for input using:

```
age = input("What's your age?")
```

b.) Write a program that converts Celcius to Kelvin. Also handle absolute zero in a clean manner.

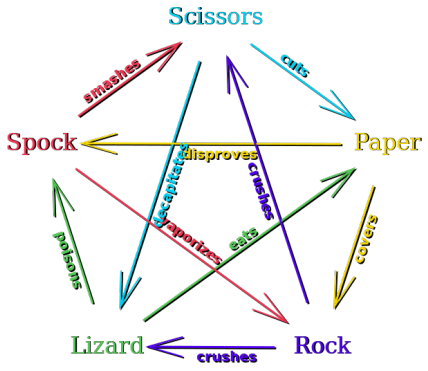
c.) Write a program that calculates the absolute value of a number. That is, the absolute value of -15 is 15, the absolute value of 10 is 10, etc.

Exercise 2. RPS

a.) Write a program for the game Rock, paper, scissors. The program should:

- ask the users to write down their choice,
- tell what happens (Scissors cut paper) and
- tell who won (player 1 wins)

b.) Extend your rock-paper-scissors program into rock, paper, scissors, lizard, spock. Don't know what that is? Look at this explanation: goo.gl/gisNA8



Exercise 3. Turtle

a.) Turtle graphics is a popular way to introduce programming to kids. It was part of the original Logo programming language developed by Wally

Feurzig and Seymour Papert in 1966. For this assignment write **a program that controls the movement of a turtle**. Specifically the program should:

- Move the turtle forward by an 'amount' of steps (find a proper amount) when the user presses the key W,
- Turn the turtle by 'amount' of degrees (find a proper amount) when the user presses the key A or D, and
- Provide at least one behavior (free-choice) that is implemented by mean of one or more if's

We provide you a project in Visual Studio 2015[1] that contains several files. Follow the instruction in the file called *Program.py*. The project is available in the folder called Turtle on Natschool.

End of the assignment

[1]For those who wants to use a different IDE copy the files Start.py, Program.py, and End.py into your project. Mind to run run first Program.py