If/ Else Statements Labs

Corn Name

This lab has you create a Corn Name App. It asks the user for their first pets name, the name of their street and then concatenates those into a "Corn Name" using an f string.

- We use input() to get values from the user.
- A while True: loop to keep the script running.
- And a f string to combine the user inputs with additional text and print the result to the screen.

corn-name.py

```
while True:
    pet_name = input('Name of Your First Pet: ')
    street_name = input('Name of Your Street: ')
    print(f'Your Corn Name is: {pet_name} {street_name}')
```

Clean Text with Methods

This lab allows the user to input text, and then we print out versions of the text using Methods for Text Transformation.

- We use lower(), upper() and title() to print out a modified version of the text to the screen.
- We create a new variable called text_clean and assign it the value of text that has had the leading and trailing white space removed.

clean-text.py

```
while True:
    text = input('Text to Clean: ')

print(text.upper())
print(text.lower())
print(text.title())

text_clean = text.strip()

print(f'---{text}---')
print(f'---{text_clean}---')
```

Number Guessing Game with If / Else Statements

This lab auto generates a random number between 0-10 and then asks the user for their guess. Depending on the guess the user is told their number is too high or too low. If they guess correctly they are told they are right and then the loop breaks.

- We use the randint function from the random module to create a random number
- We use If/Elif/Else statements to determine which action to take
- If the guess is wrong the user can keep guessing, if it is right the loop breaks.

number-game.py

```
from random import randint

number = randint(0,10)

while True:
    guess = input('What is your guess? ')
    guess = int(guess)

if guess > number:
    print(f'{guess} is Too High')
    elif guess < number:
        print(f'{guess} Too Low')
    else:
        print(f'{guess} is RIGHT')
        break</pre>
```