

# Project 1- Working with Lists

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## Basic Information:

### Project Heading:

Use the following as a header for all of your projects:

```
#-----  
# Program name – filename.py  
# Written by – your name  
# Date – today's date  
# Description of the program.  
#-----
```

### Style:

Follow the Python Style Guide learned in class (textbook).

### Due Date:

**Week 5**

### Turn in:

1. Algorithm or flow chart
2. Program listing for
  - a. *Pizza\_party\_YourName.pl*

## Problem Specification:

Chapters 3-4 of your text introduces lists.

For this project you are create program, where the user must complete a list of guests, indicating what food items each guest is bringing to the Pizza party – extras (salads, desserts, drinks, plates etc.). After a series of events, display the final list of guests and the dinner menu.

### List of Events

- Ask user to fill the guests list.
- Ask user to fill the food list.
- Later, the guest list is modified as follows:
  - One of your guest will not be attending
  - One of your guest will consider but at the end, decides not to come.
  - Insert a beverage to the food list
  - Replace a dessert for another one
  - Ask a guest for a choice of pizza topping and replace an existing one.
- Display the final lists using the for loop.

### Specific Requirements:

- Welcome message: each program must have an introductory function that greets and explains user about the program. Be sure you have header comments for each of your functions.
- Start with empty lists and prompt user to enter the items
- Sort the list of guests in alphabetical order.
- The program should ask the player to play again.
- Program must have proper comments
- Final program must be original.