

## Lab 2.04 - Food Chooser

### 1. In your notebook

For each example below, predict what will be printed. Run the program and write down the output in your notebook.

#### Example 1

```
A = ['A', 'B', 'C', 'D', 'E']  
PRINT(A[0])  
PRINT(A[3])
```

#### Example 2

```
A = ['A', 'B', 'C', 'D', 'E']  
PRINT(A[LEN(A) - 3])
```

#### Example 3

```
A = ['A', 'B', 'C', 'D', 'E']  
PRINT(A[LEN(A) - 6])
```

#### Example 4

```
A = ['A', 'B', 'C', 'D', 'E']  
A[3] = 'HAHA'  
PRINT(A)
```

### 2. Create this game again using lists and indexes.

- Declare 10 prizes (prize0, prize1, prize2 at the top of your file), but store them all in a list.
- User picks a number.
- Print prize associated with the door user picked.

### 3. Create a quiz.

Create a food quiz using lists and indexes.

1. List of 6 different foods,
2. Ask the user 8 vague questions to find out what their favorite food it out of the list.
3. Update the score and print their top 2 favorite foods.

Hint: Use a search engine to find the largest number in a python list.

**STARTER CODE HERE**



## Bonus

Research nested lists and work through the following:

### Bonus Example 1

```
A = ['A', 'B', 'C', ['D', 'E']]
PRINT (LEN(A))
```

### Bonus Example 2

```
A = ['A', 'B', 'C', ['D', 'E']]
B = A[3]
PRINT (B)
```

## Bonus - In your Notebook

How would you access 'd' from the list A?