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 a game again using lists and indexes

- Declare 10 prizes (prize0, prize1, prize2 at the top of your file)
- 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 is using 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

Bonus

- Use the score list to print out the user's second favorite food as well as the favorite.
- Tied scores can be handled in any reasonable way – e.g., print the tied-score food item earliest on the list as the "favorite", and the next item as the "second favorite".
- Alternatively, check for the existence of a tie, and acknowledge that situation when it happens by printing a separate message.