

Lab 2.04 - Food Chooser ## 1. In your notebook For each example below, predict what will be printed. Next, run the program and confirm what was output. ### Example 1 ```python a = ['a', 'b', 'c', 'd', 'e'] print(a[0]) print(a[3]) ``` ### Example 2 ```python a = ['a', 'b', 'c', 'd', 'e'] print(a[len(a) - 3]) ``` ### Example 3 ```python a = ['a', 'b', 'c', 'd', 'e'] print(a[len(a) - 6]) ``` ### Example 4 ```python a = ['a', 'b', 'c', 'd', 'e'] a[3] = 'haha' print(a) ```

2. Create this game again using lists and indexes. Updated rules below * 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: google how to find the biggest number in a list python [Starter code here] (Starter_food_chooser.py)

Bonus Research nested lists and work through the following: ### Bonus Example 1 ```python a = ['a', 'b', 'c', ['d', 'e']] print(len(a)) ``` ### Bonus Example 2 ```python a = ['a', 'b', 'c', ['d', 'e']] b = a[3] print(b) ``` ### Bonus - In your Notebook How would you access 'd' from the list `a`?